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## IN THIS ISSUE

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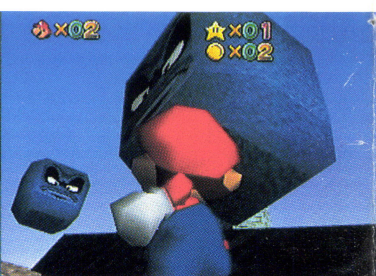
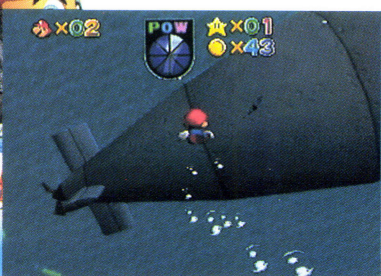
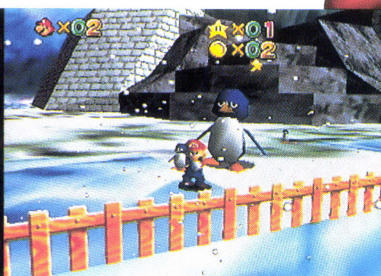
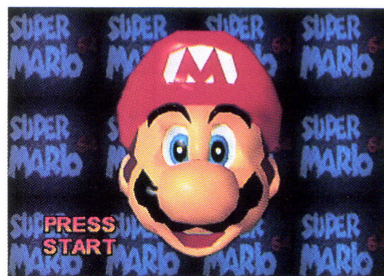




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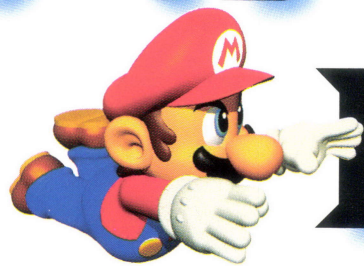
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## departments

Power Up!	5
Readers' Tips	8
Game Genie/Shark/Guru codes	76
XBand Top 5 Lists	75
Betty's Index	77

## strategy

Nights	12
by Wataru Maruyama	
Tekken 2	20
by Wataru Maruyama	
Super Mario 64	32
by Nikos Constant	

12



## Super NES tips

42

## Genesis tips

51

## PlayStation tips

60

## Saturn tips

66

## Game Boy tips

70

## Game Gear tips

71

## 3DO tips

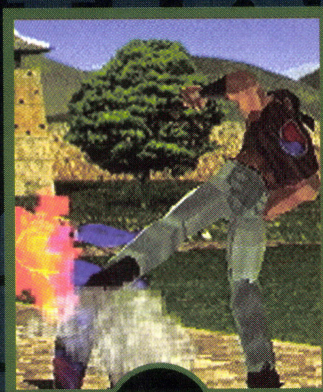
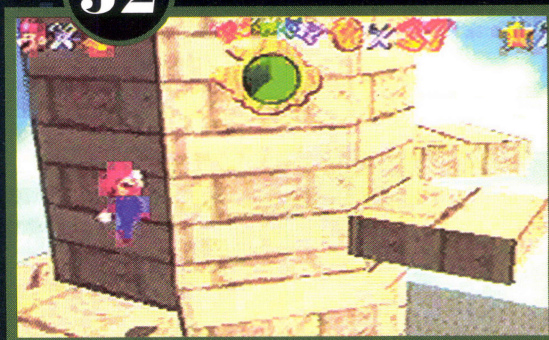
72

## Arcade tips

74



32



20





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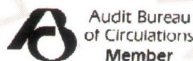
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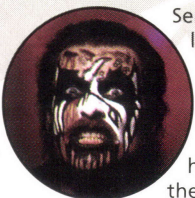
Our competitors are convinced that the "legendary" **Chris Bieniek** can find secret cheats in any video game. He's cunning and he's clever; he's got the lowdown in his files. This hasn't helped his *Tekken 2* skills, however, as he has yet to master the art of blocking. "There's gotta be a way to get eight Yoshimitsus in Team Battle mode," he recently mused.



Executive Editor **Betty Hallock** wants to see *Harriet the Spy*, because the actress who plays Harriet also plays Nona, Betty's favorite character on *The Adventures of Pete and Pete*. She's been spending a lot of time at the grocery store; last night she bought dried cranberries, two cans of corn, one package of fat free vegetarian Smart Dogs, two bottles of Pellegrino, low fat ginger cookies that are shaped like cats and light coconut milk.



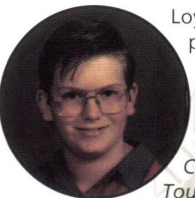
Art Director **Ione Flores** been drinking a lot of orange juice lately. She prefers the stuff that's calcium enriched, as she is worried about the onset of osteoporosis later in life. She's been having a craving for lasagna lately. Ione just happens to be a very good cook.



Senior Editor **Nikos Constant** likes the horse races on dollar-hot dog and dollar-beer night. He says you haven't lived until you've seen a thousand hot-looking girls dancing the *Macarena* at a Mexican bullfight. Recent words of wisdom directed at Chris B. during lunch: "When you get more adventurous, you're gonna have more adventures." Nikos wishes he were the father of Madonna's baby.



**Wataru Maruyama** has been going to a lot of movies (*Independence Day*, *The Rock*, *The Hunchback of Notre Dame*). He's been entertaining a lot of thoughts about cloning himself, thoughts inspired by the feature film, *Multiplicity*. Wat says he does the work of ten men anyway. Maybe so, but he's always leaving his trash on Betty's desk, and it's starting to annoy her.



Loyal *TIPS & TRICKS* reader **Larry Rayls** asked us to print his picture just because his sister said we "wouldn't do something like that," so here it is. We figured, "what the heck; Tyrone didn't do anything for this issue anyway." Larry lives in Texas and owns a Sega Genesis with ten games, including *Castlevania: Bloodlines*, *Contra: Hard Corps*, *Sonic Spinball*, *Cool Spot*, *Vectorman*, *X-Men*, *Toughman Contest* and the multi-game 6-Pak cartridge.

On the cover: *Super Mario 64* © 1996 Nintendo. *Nights* © 1996 Sega. *Tekken 2* © 1996 Namco. All rights reserved.

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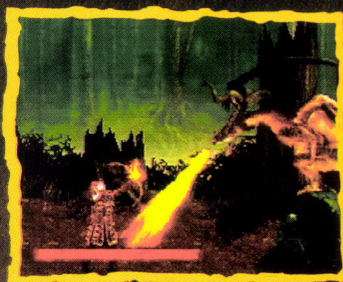




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**Got a cool cheat, code or combo that hasn't been printed anywhere else? Send your tips, tricks questions and comments to:**

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## ONE IN A MILLION

Your magazine is the best. The cheats in the back of the book are a great reason to buy it alone, not to mention all of the tips, strategies, maps and walkthroughs. I can't believe you actually had a cheat for *Cyborg Justice* on the Genesis; I've been looking for a cheat for that game for three years!

The enclosed token came from the Dixieland Fun Park in Fayetteville, Georgia. The park has go-kart tracks, bumper boats, bungee jumping, a lazer-tag maze and a large arcade. My favorite games there are *Cruisin' USA* and *Virtua Fighter*.

By the way, here is a boss code for *Fatal Fury 2* for the Genesis. I didn't see it in the back of your book, so I'm putting it in with this letter. When selecting a fighter, go to the bottom row of characters, hold **START** and press **Down**. Your cursor will pop down to the row of bosses!

—Nathan White  
 Morrow, Georgia

*Nathan, your letter is one in a million. Not only do you compliment us*

*on the magazine, but you also give us a tip we didn't know about and send in a token for our "Token of the Month" feature! Readers, take note: These are the kinds of letters we love to read. However, don't just copy Nathan's letter and change a few things around; otherwise, we'll run into a situation like we had a few months ago when we printed a letter that started with the words, "Hi! How are you?" As soon as that issue hit the stands, we suddenly got a bunch of letters from readers all over the country that said, "Hi, how are you?" We're fine; thanks for asking, ya copycats!*

## THAT DOG?

Hi guys! I love your magazine! I'm thinking about getting a subscription. I love Betty. She rocks! Will a new *Zelda* game ever come out for the Super NES?

Guess what happened to me! I had all my characters completely maxed out in *Chrono Trigger* at the end of the game. Then my sister, that dog, goes and erases the game! Aaah! I thought about taking my own life! I mean, that took months! Aaah! Guess I shouldn't have kept erasin' her game of *Yoshi's Island*. Oh, well.

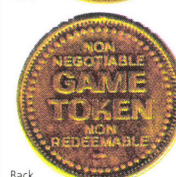
I sold my Super NES and pawned all my games! I threw *Lufia 2* up against the wall and broke it! I cracked my Game Boy's casing. Enough about that. Tell Betty to print her phone number next issue! Keep up the good work! See you on the other side...

—Brandon Mason  
 Middlesboro, KY

## TOKEN OF THE MONTH



Front



Back

**This month's token comes from the Dixieland Fun Park in Fayetteville, Georgia. It was sent in by Nathan White, a *TIPS & TRICKS* reader from Morrow, Georgia. Thanks, Nathan!**

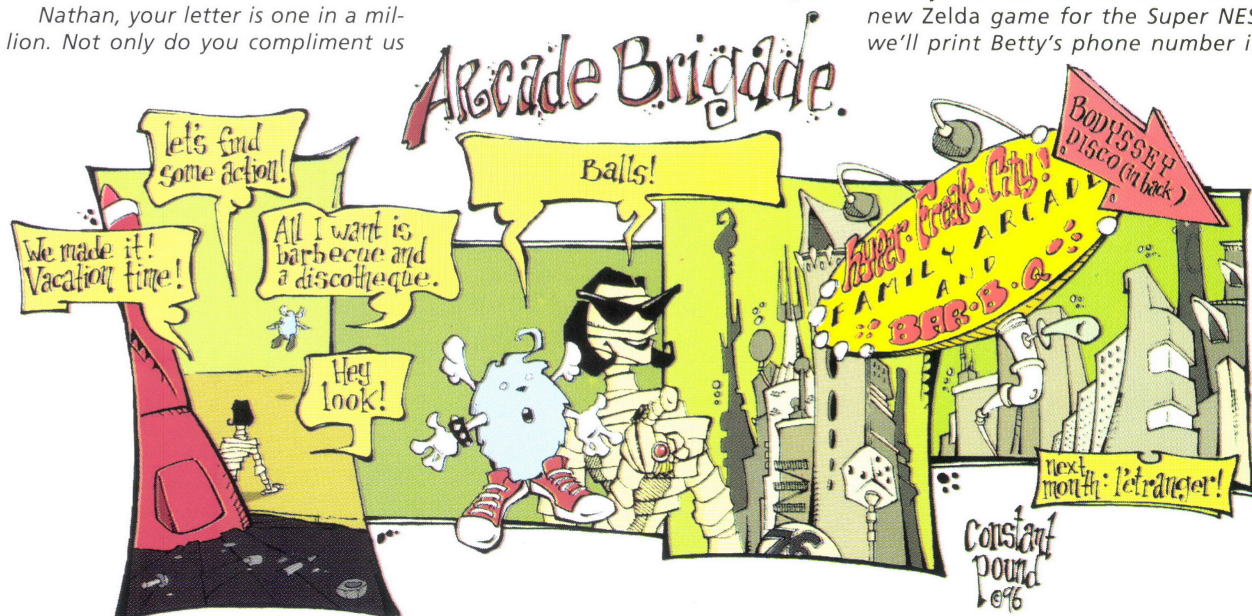
**Arcade Players & Operators:** Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

*Token of the Month*  
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P.S. Here's a picture I drew for my love, Betty...



*Brandon, you are a wild man. We'll make you a deal: If Nintendo makes a new *Zelda* game for the Super NES, we'll print Betty's phone number in*







## Readers' tips

the magazine. Does that answer your question?

You know, you might want to get that subscription soon, before Betty decides to do something crazy like quit her job and go to grad school.

### STREET FIGHTING MAN

I am a HUGE *Street Fighter* fan. In reading your *Street Fighter Alpha 2* strategy, I noticed that Gen was from the original *Street Fighter*. I've played all of the *Street Fighter* games except the first one. I've asked around and no one has ever heard of it.

Anyway, I wish to know when *Street Fighter* was in the arcades and which fighters were in it. You don't know how much it would mean to me if my questions were answered. (Besides, my brother and I made a bet to see if my letter would make it into your magazine.)

—Ricky Mercado  
Merced, CA

A great question, Ricky; you win the bet! Capcom introduced the original *Street Fighter* arcade game in Japan in 1987. The playable heroes of the game were Ryu and Ken; the rest of the fighters only appeared as enemies in the one-player mode. As you progressed through the game, you'd fight two World Warriors from each of five countries:

Japan: Retsu, Geki

U.S.A.: Joe, Mike

China: Lee, Gen

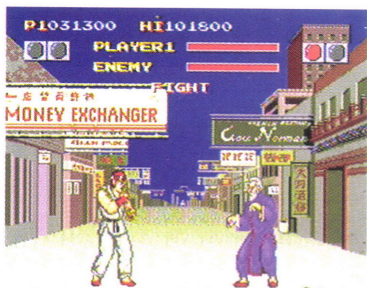
England: Birdie, Eagle

Thailand: Adon, Sagat

The character known as "Mike" is modeled after boxer Mike Tyson; his name was changed to M. Bison for the Japanese version of *Street Fighter II*.

When *Street Fighter II* was released in America, three of the characters' names were changed: The American boxer's name was changed from M. Bison to Balrog, the name of the masked Spanish fighter was changed from Balrog to Vega and the name of the final boss was changed from Vega to M. Bison.

If you can find an old TurboGrafx-16 game system with the CD-ROM attachment or a TurboDuo system, you may be able to dig up a copy of the Fighting Street CD, which is the only conversion of the original *Street Fighter* coin-op that's



ever been released for a home game system. Better yet, if you have a computer at home, you may be able to find the PC version of the game, which is often seen in software bargain bins.

### TWISTED SISTER

I am sending a picture; could you put it with y'all's pictures? My sister thinks you wouldn't do something like that, but I hope you would show her wrong. Thanks for the EXCELLENT magazine!

—Larry Rayls  
Nacogdoches, TX

OK, Larry, but just this once; your photo is on page 5. Hey, at least you didn't call your sister a "dog" like Brandon did.

# NICE PUNCH.

Unfortunately, he has an iron jaw  
(and a rocket launcher).

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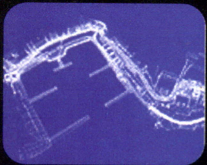


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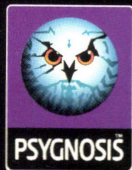
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## SWEET DREAMS

*Nights* is a visual feast for the Saturn, created by Yuji Naka and the masterful Sonic Team. The beauty of the game is matched only by its original play mechanics and the innovative ways in which you accomplish your goals. The game is somewhat short, but there are some tough bosses that will have you stuck big time. Even after you beat the game, there are a lot of things yet to do—like trying out the 3-D control pad on every Saturn game you own! Read on...

## PLAY IT AGAIN, SAM

In case you didn't notice, you can watch a replay of the stage/laps you've just completed at the point breakdown screen, which comes up after you beat the stage Boss—a really neat feature and a useful tool that is needed to review your performance.



## WATCH THE MULTIPLE INTROS

Before the beginning of the game, you can see a rendered intro featuring the purple *Nights* character. There are also separate intros for both Claris and Elliot which reveal the story of how they got into this dream paradox for a total of three intros!



## HOW MANY ENDINGS ARE THERE?

There are four different endings with the possibility of a "perfect ending," rewarded to those who finish the game with all "A"s. This straight "A" ending has not been confirmed since it's so doggone hard to do, but the masters at *TIPS & TRICKS* are on the case!

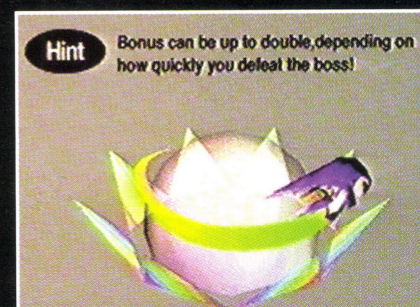
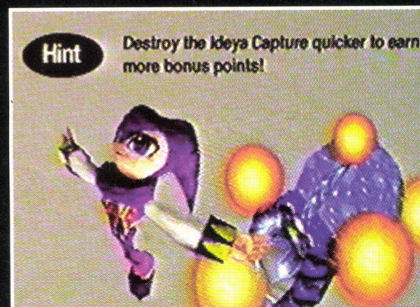
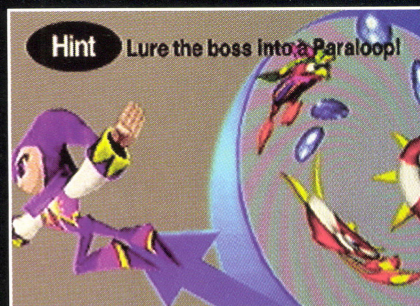
## Ending Variations (see chart below)

Bonus scenes appear when you beat the game with the second character. (e.g. If you beat the game with Claris, you will see the regular scenes. The game will tell you to play as Elliot next. Once you do, you will see the Bonus scenes intertwined with the regular cinemas in the ending. It does not matter which character you use first, but you'll have to beat the game with each character twice to see all four variations.)

### Nights Endings

CLARIS	ELLIOT
• Bonus Cinema (CLARIS)	• Bonus Cinema (ELLIOT)
Regular Cinema (CLARIS)	Regular Cinema (ELLIOT)
• Bonus Cinema (BOTH)	
Regular Credits (BOTH) or • Bonus Credits (BOTH)	
2nd Regular Cinema (CLARIS)	2nd Regular Cinema (ELLIOT)

## HINTS





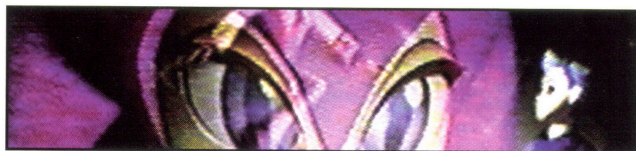


## HOW TO BE A STRAIGHT "A" DREAMER

The easiest way to score a passing grade is to finish a level quickly. This will guarantee a "C" almost every time. To get a higher grade, you'll need to perform links and collect gold chips and stars during bonus time (after a jewel carrier is destroyed). This must be done quickly, so knowing the courses and item locations is key. Check out the course layout by pressing the **X** button at the dream select screen.

## HIDDEN PATHS?

Some stages (like Splash Garden) have hidden paths. You'll be able to spot these variations in the course layout screen by looking for looping paths. Since the game is played on "tracks," you must find path variants to see new areas.



## LOOPING PATTERNS

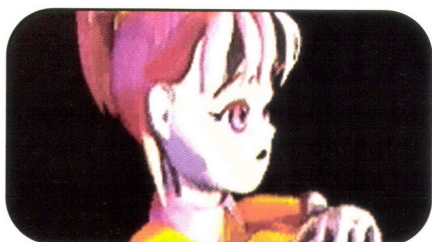
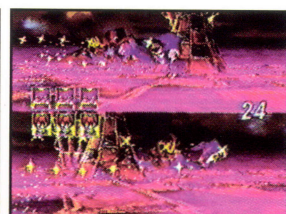
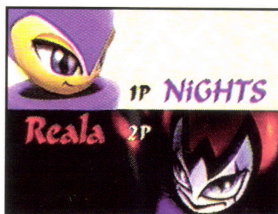
Looping patterns are areas within the game that can be used to fly in circles. There is usually a pole ball or some other trigger that keeps you circling to gain extra chips and stars.

## THE STAGE BOSSES

The bosses come in a certain order for the first encounter (1st Night), but they start to vary and will switch or repeat at random. Just like a real dream!

## TWO-PLAYER MAYHEM!

If you've defeated the boss, Reala, you can play a special split-screen versus mode. Press the **Z** button at the dream select screen to go to the diary select. You can copy, delete, rename and load files as well as going into the options screen and the cool two-player mode. Use the paraloops to win the contest!



## CLARIS

Claris wants to sing in the big show and needs the power of Nights to help her realize her dreams. A lucrative career is sure to follow.

## THE IDEAL~(CLARIS)

## Spring Valley

Course 1



This is an extremely straightforward level and the closest thing to a practice run. This is an easy lap to memorize which makes it a good course for practicing "A" rating techniques.

Course 3



The **jewel carrier** is close to the end of the lap, so try to take the shortest route when skimming time. There are two more looping points in this course.

Course 2



There are some looping patterns around the **big tree** and **mountain** where you can score extra points. Pay close attention to what triggers you to circle these objects continuously.

Course 4



There is only one looping pattern in the fourth course making it harder to score big.

Stage Boss

/1st Night:

### GILLWING

Fly low and grab/fly into his lower jaw. Let go to send **Gillwing** hurtling and repeat the technique until he's history.







## THE POSSIBILITY~(CLARIS)

## Mystic Forest



### Course 1



The **jewel carrier** is right near the beginning of the level, so don't be afraid to backtrack if you're close. There are some neat trees for you to ricochet off of.

### Course 2



There is nothing particularly tough about this course, so just remember that the **jewel carrier** is near the start of the course.

### Course 3



There is a big loop pattern around a large structure in the middle of the course. Hit the pole balls in succession for additional bonuses.

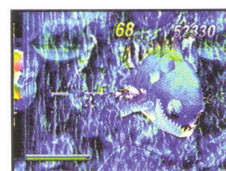
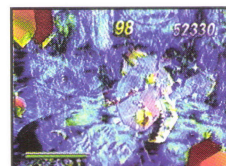
### Course 4



The **jewel carrier** is located in the middle of the level so it does not matter which way you go to complete the courses.

### Stage Boss/1st Night: GULPO

The big fish can be a bit tough to fry. You must use the outside fish to propel yourself inside his water tank and score a hit. Fly around the tank and pick a fish that is aligned with **Gulpo** and have at him.



## THE CONFUSION~(CLARIS)

## Soft Museum



### Course 1



There are some small houses that act as trampolines which bounce you up or trap you underneath. The **jewel carrier** is located near the end of the course.

### Course 2



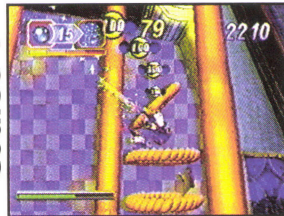
You get to check out one of the soft museums! Grab a quick 20 blue chips and break the carrier quickly. Backtrack and pick up the rest of the loot and head toward the goal. The **jewel carrier** is inside the museum.

### Course 3



You get fired out of a cannon in this level. Don't ride the cannon more than once or you'll miss a big time bonus. The **jewel carrier** is near the beginning of the level.

### Course 4



There is another museum building with lots of link rings. The **jewel carrier** is near the end of the level where there's also a tricky looping pattern.

### Stage Boss/1st Night: JACKLE

**Jackle** can be the toughest boss sometimes while being a big pushover at other times. The key is to hit him repeatedly and not give him room to throw his cards. As long as he is separated from his cape, he cannot throw his cards. After you grab him, try to toss him into the ceiling or floor so he can't get too far. To dodge his cards, fly in the up/down pattern. His cards will home in on you if you're too slow.

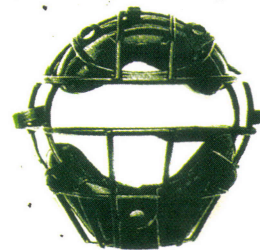






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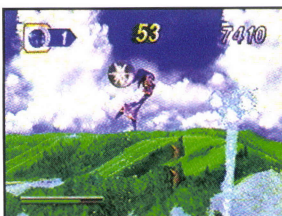
## ELLIOT

**Elliot** wants to prove he can play ball with the big boys and maybe meet the girl of his dreams.

## Splash Garden

### THE AFFECTION~(ELLIOT)

#### Course 1



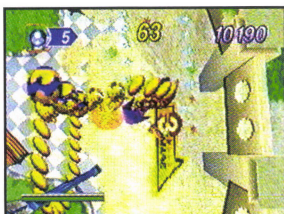
There are two fountains on this course which shoot you to an alternate path. It does not matter which fountain you use since they both put you on the same alternate path.

#### Course 2



The **jewel carrier** is close to the end of the course. There is a looping pattern in the middle of the lap which can be flown around endlessly if you continually hit the speed boost bumper.

#### Course 3



There are two pole balls which can be reaped for extra chips and stars. The jewel carrier is at the mid point so you can choose either way.

#### Course 4



There is a huge water level at the end of this course and transforms you into a fish guy. This area is ripe with pole balls which are hard to hit. Try not to repeat the water area to save time.

#### Stage Boss/1st Night: PUFFY

This big ball lady is defeated by grabbing her, then flinging her large frame into the break away walls. These walls are always on the right-hand side of the screen. You do not have to throw her as soon as she is grabbed so take your time and aim.



## Frozen Bell

### THE CONSCIOUSNESS~(ELLIOT)

#### Course 1



This course is pretty straightforward and should be used to rack up points. The other courses will be a bit tougher.

#### Course 2



There is a train that runs at the bottom of the level, but it doesn't go anywhere or trigger anything. It does pull into a little train station, though.

#### Course 3



There are snowballs that hide stars and blue chips. Break the obstacles with your Nights charge and locate the **jewel carrier** near the end of the course.

#### Course 4



There is a snow sled ride toward the end of the level. Careful maneuvering will make it possible to take only one run and save a ton of time. You can still get a "C" if you ride it twice.

#### Stage Boss/1st Night: CLAWZ

This creature lights firecracker mice; you must charge into them to destroy them. The mice will rocket at you if you don't make it in time. Charge at **Clawz** quickly and don't get tangled up with non-firing mice.





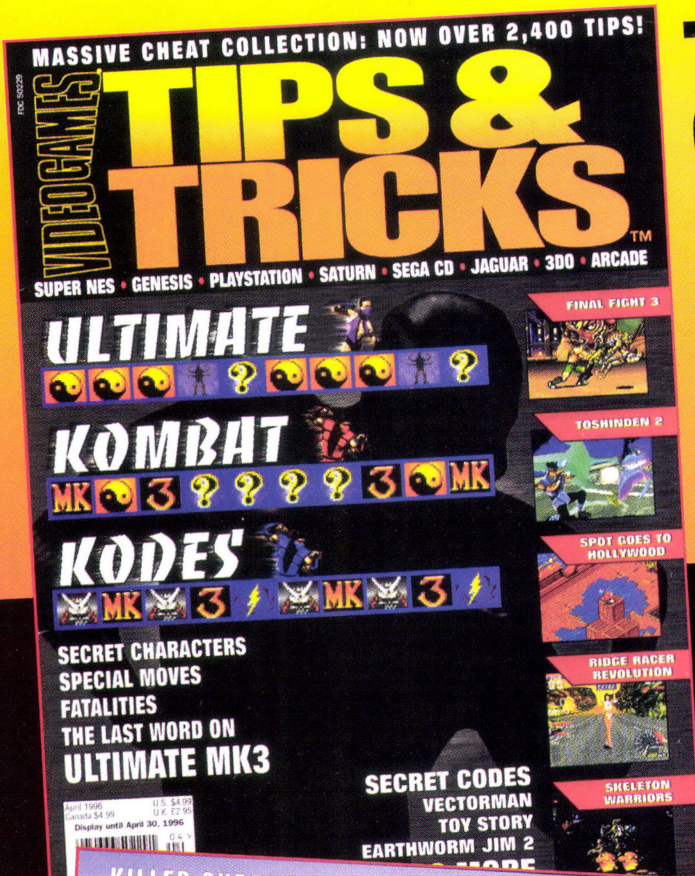
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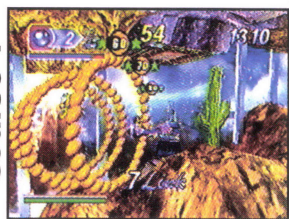
# Nights



## Stick Canyon

## THE REVIVAL~(ELLIOT)

Course 1



**Stick Canyon** has a couple of gravity machines which will reappear if you destroy them, so don't bother. The main thing is to keep a quick pace in this land of obstacles.

Course 2



There is an elevator which is completely unnecessary unless you want to rack up extra points. You can gather exactly 20 blue chips to destroy the **jewel carrier** without the elevator ride.

### Stage Boss/1st Night: REALA

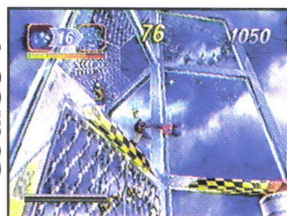
The opposite of **Nights** is **Reala**! He must be defeated by using paraloops and is the toughest boss to defeat. Fly at him and perform a loop when he gets close. He will be knocked into the rocks if you registered a legitimate hit. Simply charging into him will cause no damage, so loop like a madman.

Course 3



There is a very cool static electricity machine that makes all the rings and chips stick to you. Try to make a bunch of them stay on you and go into the ball machine to turn them into big points. Excess spinning will knock balls loose.

Course 4



The tower spiral is one of my favorite things in the game. To master the tower, break the **jewel carrier** and backtrack quickly because there is not enough time to complete the level straight through. Two elevator rides in a row toward the end of the course will cause you big headaches if you don't.



## THE GROWTH~(BOTH)

## Twin Seeds

Course 1



You must leap into the darkness to start the level and fly as your chosen character (**Claris** or **Elliot**). The course is exactly the same for both characters and has no Jewel/Nights temple so you must go from one **jewel carrier** to the next while carrying all the freed jewels.

Course 2



Course 3



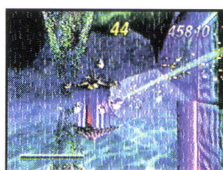
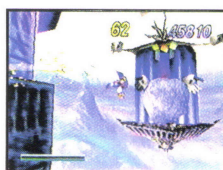
Course 4



These are the easiest courses in which to gain "A" ratings due to the many possible link combinations and the fast pace required to finish the course. Unlike the other areas, there is only one big timer for all four courses instead of a new timer per lap in previous levels.

### Stage Boss/1st Night: WIZEMAN

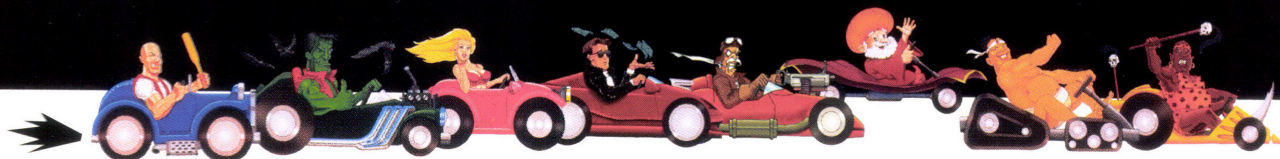
**Wizeman** attacks in four waves. For every attack, dodge the projectiles, knock into him and penetrate his barrier to register a hit. He first sends out fire-like projectiles that are easily dodged. Next, he attacks with rows of asteroids that cannot be broken and usually hit you twice. The third series consists of white snow rocks which can be broken, but dodged just as easily. The fourth attack is the most visually spectacular and takes place in a sudden burst of rain. A series of tornadoes is flung through the downpour. These can be dodged by flying through the center (which wouldn't make sense in real life, but it's a dream, right?) After hitting him for the fourth time, **Wizeman** will be defeated, leaving **Claris** and **Elliot** with a lifetime of sweet dreams!





# STREET RACER

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# TEKKEN2

by Wataru Maruyama

**The best 3-D fighting game on the PlayStation** has been surpassed by its own sequel. You may have already seen the arcade and import PlayStation versions, but now it has been officially released for domestic audiences to enjoy.

## Like When Moses Received The Ten Commandments

Whether you're a Tekken veteran or a bright green rookie, this guide will help you to understand the inner workings—the backbone, if you will—of this martial arts epic. What this guide stresses are the fundamentals to understanding why things happen in the game the way they do. For example, we'll explain how the characters have been assigned certain traits like body weight, agility in relation to mass and recovery times. This is the guide you've been waiting for and only **TIPS & TRICKS** delivers the goods!

## Defense

No matter how good you are, there is always someone who knows more moves or has a more confusing playing style than you. In these instances, good offense is not enough to counteract a superior player. You gotta have the "D," baby!

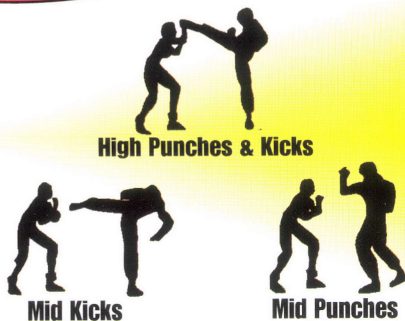
## Blocking

The Block chart seen below details the strengths and weaknesses of high/low defense. Now you have a visual reference of attack and vulnerability zones.

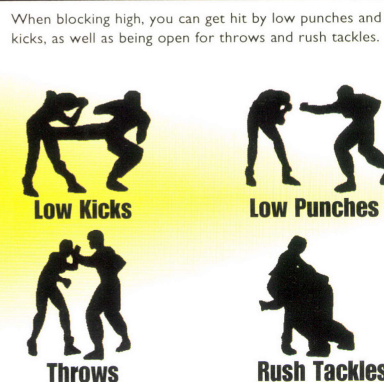
### High Block

The basic high block is good for defending high punches and kicks as well as mid punches and kicks.

OKAY!



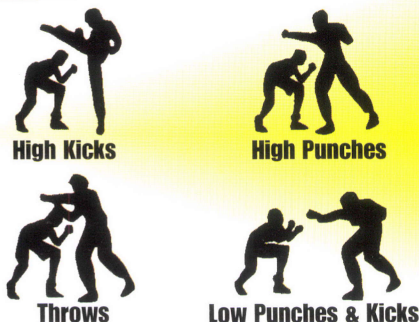
DANGER!



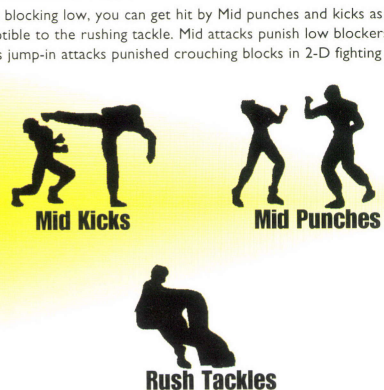
### Low Block

The low block is great against high punches and kicks which sail over your head. Low punches and kicks will also be deflected as will throw attempts.

OKAY!



DANGER!



## One Button Defense

Blocking is not the only way to defend! You can raise a fist or a foot to protect yourself against many attacks. Use either **LP** or **RK** as a defensive hit; these regular strikes are fast and can stop slower special attacks cold. (Note: When playing as P. Jack, Jack-2 or Kuma, the **Right Punch** is quicker than the **LP**.) Try this simple technique when faced with any of the following scenarios:

- When your opponent tries to jump in.

- When your opponent tries a rushing tackle.
- When your opponent is charging up for a big-damage Spirit Move.
- When your energy is low in a crucial round and you're nervous about using a risky special attack that may potentially leave you vulnerable.
- When you've used the random-select feature in Team Battle mode and you get stuck with a character you're not familiar with.





## Defensive Special Attacks

When you start to get good, you can use special attacks to stop your opponent's specials. We'll discuss this more in the character profiles.

## Avoiding Throws

Contrary to popular belief, getting out of throws can be easy. When an opponent grabs you, you have about a half-second (sometimes less) to push **RP + RK** or **LP + LK** to get out of that throw. You can only do this during the early stages of a throw, so once the character goes into the meaty part of the toss, it's too late. In addition, you can only get out of throws that are initiated by **RP + RK** or **LP + LK** and not the throws accomplished by pressing two punch or two kick buttons.

## Avoiding Rushing Tackles

Rushing tackles are performed when a fighter generates enough speed from running to knock over the other character, land on top of them and beat them silly by pressing the punch buttons. You cannot block this high or low, so you must hit them with a quick punch or kick. (Note: Kazuya and Paul can rush tackle from short distances via a special attack. You can either hit them or get out of it by using the method to avoid throws.)

## Offense

You can dance around all day, but you ain't gonna win jack unless you know how to drain your opponent's meter.

## Follow Through

Don't forget to get the most out of an opponent that has been knocked down. Use a low **LK** to get in an extra hit or perform an aerial stomp (**↑ + RP**) if you have enough time. You can also time the recovery of a fallen opponent and blast them while they're trying to get up. With this technique, you can prevent less experienced players from ever returning to their feet.

**Super Specials** **Spirit Moves**

The effectiveness of these are entirely dependent upon the character and will be highlighted in the character profiles.

## Juggling

There are now even more juggling varieties in Tekken 2 which allow for some creative and stylish beatings. Look to the character profiles for juggling information.

## Mixing Attacks

The easiest way to land hits and start combos/juggles is to attack with a mix of high, mid and low attacks. Even grizzled veterans can get fooled by wildly varied patterns. This is not very easy for some characters who have slow mix attacks that are telegraphed. Battle-worn professionals can react to the slightest shift in a character's body position which reveals where the attack will be directed.

## Little Things That Mean A Lot

Here is a rundown of things you may not know, but by all means should be aware of. Don't be embarrassed, read this!

### Extra Damage

Your character takes extra damage if he or she is hit by an attack (regular or special) while performing an attack. You also take extra damage if you're hit while in the process of running toward the opponent.

### Auto Guard

The computer will automatically block high (default setting) if you do not press the D-pad in any direction. If you are struck by the first hit of a breakable combo (that is, one that can be blocked after a hit or two), the auto block will not re-block for you. You must manually press **Back** to block. If you press straight **Down**, the computer will also auto-block for you. This is a little less reliable than the high auto block, so use discretion.

## Stun Moves

Certain characters can stun you and execute a grab while others will simply knock over a player undamaged when going for a grab after a stun. The world is unfair indeed. Look for some additional stun info in the character profiles.



Stun



Grab



Stun



No Grab

## Staying On Your Feet

You won't impress anybody by getting knocked down all the time unless you happen to be a stunt man.

## Offensive and Defensive positioning

Knowing the range of your attacks will help keep you in striking distance while knowledge of the enemy's reach will keep you safe or at least prepared. This is a crucial aspect if you want to punish missed attacks by your opponent. You should also be cautious of fallen foes that have quick recovery times. These tricksters can strike from the ground before you can follow through.

Defensive



Right



Wrong



Offensive







## Knowing the enemy

Try to play through the arcade mode with three to four round sets. This will give you a longer look at the arsenal of certain characters and prepare you for what human opponents might try to pull.

## Getting Up

There are a multitude of options available for the vertically challenged. Take notes and rise, mighty warrior!

## Defensive Rolling

By pressing the **LP** button, you can roll to the side. This only avoids attacks that are performed early. If the attacker waits for you to roll, he can track your movement and hit you. You also have the option of kicking after a roll.

## Standing straight up

Sometimes, the best way to recover is to stand straight up by pressing **↑** and **RP** repeatedly. This is very useful against opponents who are good at tracking your roll.

## Offensive rolling and thrusting

ground. This can be done a couple of ways:

Double Arm Thrust	← → + <b>RP</b> + <b>LP</b> or → → + <b>RP</b> + <b>LP</b>
Leg Rocket	← ← + <b>RK</b> + <b>LK</b> or ← → + <b>RK</b> + <b>LK</b>

By pressing **←** or **→**, you can roll backwards or forwards. Press **LK** or **RK** to turn this roll into a deadly counterstrike. You can also thrust fist or feet first form the

## Strategic laziness

Savvy opponents who have studied recovery times can keep you off your feet by blasting you with a special attack as you're getting up. You can avoid this trap with a little laziness. Instead of trying to get up quickly, don't touch any buttons or directions; your character will not get up unless you tell them to. Wait until your opponent attacks over your reclined body, then strike!

## Defensive kicking

While on the ground, press **RK** to get up with a high kick and **LK** to get up with a low kick. Press **LP** repeatedly and hold **↓** to roll onto your stomach. From this position you'll be able to execute different rising kicks.

## Practice Mode

The practice mode option in this game is the best feature ever to be included in a fighting game. Here are just a few things you should take advantage of.

### Attack Area

The computer will tell you the area (high, mid or low) in which your attack landed. Take note of tricky attacks like Jack-2's Power Scissors (**→ → + LP + RP**); your opponent might duck because it looks like it hits high, but it's actually a mid attack.

### Computer auto combo

You can set the computer opponent to attack you with one of his or her combos. You can choose to practice against a certain tough combo or have them do one at random. Look for break points in the combo or try a counter-attack.

### Juggling

This is self explanatory. Try different combinations to keep your opponents in the air.

### Damage meter

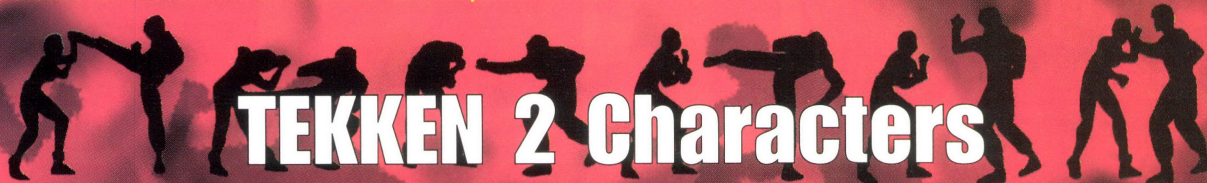
This guide lists the damage for special attacks, but it is helpful to know the amount for regular attacks. The computer will also tell you the total damage a combo does in addition to the count for the individual components.

### Clicking Sounds

During ten-hit combos, the game makes clicking sounds to signify the correct timing of each button press. Listen and learn; performing a ten-hit combo can be just like playing a musical instrument.

## Counter-Attacks

Paul, Jun, Wang, Nina and Anna have direct counter-attacks that catch and reverse opponents' punches and kicks. All it takes is proper timing and a willingness to take risks. The way to execute this move is in the moves list and character profiles.



## TEKKEN 2 Characters



Paul is back to see if he can best his rival, Akira, and save his sister, Sarah. Oops, wrong game.

Overall **9**

### • Offense 9

His best moves are the Super Punch (**↓ ↘ → + RP**) and Quick Elbow (**→ → + RP**). The Super Punch does a lot of damage and can easily turn the tide of any match. The quick elbow has tremendous range and the execution is less risky than the Super Punch. Unfortunately, it takes off very little energy, making it most useful in close matches where every tiny hit counts.

### • Defense 9

The ability to counter attack (**← + RP + LP**) makes Paul the most powerful character in the game. There are other characters in his power category (Heihachi, Kazuya, Jack-2 and King), but none have direct counters.

### • Juggling Ability 7

Paul is just okay.

### • Spirit Move 7

Very strong, but long charging time. Most effective when timing opponents rising from the ground.

### • Body Physics/Recovery Time 8

Paul has a good weight that makes him less likely to float in the air. He has quick recovery from the ground and is not easily stunned.





This nature-loving cutie has some tricky attacks that will leave you black and blue but loving every minute of it.

Overall **8**

JUN

• **Offense 8**

She has a lot of good interchangeable attacks but lacks raw power. Her featured moves are the **Axe Kick** (hold ↓ + LK + RK) and **Rushing Upper** (hold → + RP). The **Axe Kick** hits low, then high while the rushing upper starts an easy juggle. Practice doing different linking combinations.

• **Defense 9**

She would be a good defensive player even without her counter attacks. Her possession of this technique makes her a defensive machine. Use the **Jackknife** (hold ← + LK) to knock away incoming opponents. Press **RP** right after the **Jackknife** to hit opponents who weren't fooled by the kick attack.

• **Juggle Ability 9**

Once she gets 'em in the air, Jun has a great knack for keeping them there for a while.

• **Spirit Move 6**

It only works if the opponent has never seen it or is frozen. Doesn't take off much damage either.

• **Body Physics/ Recovery Time 7**

Her small frame makes her easy to juggle but harder to hit. She does not recover very quickly and stays on the ground longer than she should.

The father of Kazuya wonders what happened to his son.

Overall **9**

HEIHACHI

• **Offense 9**

His **Fist o' Death** (↓ ↘ → + RP) does incredible damage for clean hits and has helped me out of many jams. His rushing upper is also a favorite for starting juggles, but it also takes a good chunk of energy by itself. There is not a huge variety of attacks for the big H, and this can be a plus. Heihachi players can concentrate on his core moves and not be distracted by fancy fluff. He was the strongest player in the first one and still retains boss like damage.

• **Defense 8**

His defense could use some work, but he's fairly solid here. Just

nothing spectacular. His retreat maneuver (B, B, slight pause, LK + RK) is mildly useful.

• **Juggle Ability 9**

He can keep you sailing through the air for a while.

• **Spirit Move 7**

It's hard to do, and the range sucks. It can take a good amount of energy, but only for clean hits.

• **Body Physics/ Recovery Time 9**

Heihachi is not a character who is easily juggled and has surprising recovery times. He recovers faster than Paul.

She has the most moves and combination variations of any character in the game. Her legs are only rivaled by her sister Anna.

Overall **9**

NINA

• **Offense 9**

No one else has the ability to mix attacks like Nina. She also has an ungodly amount of throws.

Try not to get bogged down with all the fancy stuff and concentrate on making a core attack strategy. Her **Hoppin' Mix** (↗ + RK, LK, RK) is very good. Her **Divine Cannon** (↓ ↘ + LK) is the best addition to her arsenal.

• **Defense 9**

Her long legs and direct counter attacks are all a girl needs to get ahead in the **Iron Fist** tournament.

• **Juggle Ability 9**

The sheer amount of possible juggle combinations makes my head hurt. Go to practice mode and see for yourself.

• **Spirit Move 7**

Long charge time and easy to see coming. It does take good damage and can be timed against rising opponents.

• **Body Physics/Recovery Time 7**

Nina has good recovery time, and who can complain about her body? The only thing is that she seems to take damage more easily than other players which is her only real weakness.

Our favorite Native American returns to avenge her mother's death...or was that her grandmother?

Overall **8**

MICHELLE

• **Offense 8**

Michelle's power has been toned down a bit from part one which makes her more balanced. She has a good variety of attacks like Nina, but they are slower and more telegraphed, hampering their effectiveness. She can now dodge to the side (LK + RK) and attack as well as perform her trusty blade kick (while standing from a crouch press RK) from part one.

• **Defense 8**

Her blade kick is one of the best defenses in the game. It can stop most attacks and flips the opponent head over heels. She can strike

back after missed attacks with her rushing elbow (→ → + RP) or low kicks.

• **Juggle Ability 8**

She has some nice juggles.

• **Spirit Move 7**

It's hard to do, which makes it unpredictable. It is fairly quick and takes a hunk of damage.

• **Body Physics/Recovery Time 8**

She usually doesn't get juggled, but she has problems getting up.

The Dragon has honed his skills and comes to the tournament with some surprises.

Overall **8**

LAW

• **Offense 8**

Law has some very quick attacks and has the ability to keep opponents on the ground. His main problem is that he doesn't have a lot of power. The variety of moves is not huge, but they are so quick that it is hard to react. His low kick sweep (hold ↙ + LK) is good, as is the little seen large flip kick (briefly ↓, then ↑ + LK + RK) which hits at the beginning of its arc and at the end.

• **Defense 7**

Law does not have a great defense, and his flip kicks are not useful defensive strikes. Relying on basic principles of Tekken defense is Law's only recourse.

• **Juggle Ability 8**

There are some very nice juggles Law can pull off with his flip kick. They don't last long, but they take off good damage. He can sometimes start juggles with opponents still on the ground with his LK combinations.

• **Spirit Move 7**

Long charge, big damage.

• **Body Physics/Recovery Time 8**

Law gets up quickly but can be juggled easily and takes more damage than other players.

The new version of Jack looks much better than before and sports a couple of improvements.

Overall **8**

JACK-2

• **Offense 9**

His attacks seem to be quicker and trickier. There is more variety and possible combinations. Experienced players will be able to predict his attacks so Jack-2 player will have to add some unconventional strategies to stay competitive. His best moves are the **Super Upper Smash** (while standing form a crouch press RP + LP) and **Double Power Scissors** (→ → + LP + RP, LP + RP)

• **Defense 8**

There are a couple of moves you can incorporate into your defense, but for the most part you'll use basic defenses.

• **Juggle Ability 8**

He has some nifty juggles which will take some creativity on your part to discover. Try starting off with ↘ + RP for a light lifting punch and continue with anything that works.

• **Spirit Move 7**

Very easy to see coming and long charge time for full power. It does pack the biggest wallop of the spirit moves.

• **Body Physics/Recovery Time 8**

Jack-2 doesn't damage easily, but he can be kept on the ground until he's worn down. He recovers faster than Kuma and is less a target.





This drunken master likes to rumble in the Bronx where he is known as the super cop.

Overall **8**

LEI



## • Offense 8

He is the most confusing character in the game and can surprise veterans with new variations. His rolling sweeping high kick (↓ + LK + RK, → or ← + LK, RK) has tremendous range and can be changed up. His delayed punches and kicks can confuse opponents or be a liability.

## • Defense 8

He could almost warrant a 9 rating, but there is a tendency for you to pick a slow defensive strike which leaves you open. This is because he controls differently than other players. Lei exclusive play-

ers may not have problems, but who wants to concentrate on just one character?

## • Juggle Ability 7

Lei doesn't really juggle well. He does have some good regular combinations that can be used as juggles.

## • Spirit Move 8

Lei can either execute a spirit move or kick attack from the starting move position. Extremely useful except for the low damage toll.

## • Body Physics/Recovery Time 8

He is not juggled easily and recovers pretty fast.

The space ninja comes back a new warrior. He looks cooler and has a lot of new stuff.

Overall **8**

YOSHIMITSU



## • Offense 8

Kunimitsu is the only other character besides Yoshimitsu to have more than one unblockable, non-spirit move. Yoshimitsu demands to be played unconventionally and cheaply. Don't be afraid to use the sword often and have a seat (↓ + LK + RK) to regain energy. Use his low spinning kick (↙ + LK six times) to hit fallen opponents repeatedly and use his suicide move to turn a beating into a draw.

## • Defense 8

There aren't very many defensive measures that he can use besides the basics, but there are some neat ones. Press LK repeatedly to form a sword barrier.

## • Juggle Ability 8

The most useful way to juggle is to use ten-hit combos or his spinning punches and kicks.

## • Spirit Move 8

The same as part one, it takes a long charge, but it's very devastating.

## • Body Physics/ Recovery Time 8

Yoshi is not easy to juggle and his recovery time varies on the opponent he plays against. It's usually in his favor.

Will someone tell me the real story behind this guy who puts this tiger head on and is loved by children?

Overall **9**

KING



## • Offense 9

King is quick and his attacks are powerful. He has some new grapples along with the trusty giant swing (→ ← ↙ ↓ ↘ → + LP) which causes the kind of damage we like. King now has the ability to continue throw attacks like Nina. This elevates King into a new category since he is already a great fighter without new throws. You have the option of playing him as a grappler or straight attacker.

## • Defense 8

There are some basic stuff like the RP, RK. What really helps out his defense is his speed. King is very good at grabbing opponents that have missed their attacks.

## • Juggle Ability 7

There aren't a whole lot of juggles King can do outside of his 10-hits.

## • Spirit Move n/a

King only has unblockable hits and no regular charging spirit move.

## • Body Physics/ Recovery Time 8

King does not juggle easily, but has a tendency to stay on the ground too long.

The cold-blooded warrior lives up to his name and is determined to win at all costs.

Overall **9**

KAZUYA



## • Offense 9

His attacks have not changed much from part one except that they are more powerful now. The new stuff he brings to the second competition is equally strong and balance out his offense. His elbow stun (↓, hold ↘ + RP) blasts opponents and sets them up for a couple of extra hits. Kazuya's uppercut can now be followed up by a mid or high kick which gets you out of a jam if you missed with the first attack.

## • Defense 8

Kazuya is somewhat slow, so speed is not saving him. Basic defense

combined with an eye toward throwing will yield big results with Kazuya.

## • Juggle Ability 8

A very good juggler.

## • Spirit Move n/a

We couldn't find one; can you?

## • Body Physics/ Recovery Time 8

Kazuya can be juggled easily and is a bit slow in recovery. He does not seem to damage easily depending on the opponent.

The Wangster comes back a stronger character, but remains the smallest dude in the game.

Overall **8**

WANG



## • Offense 8

Wang has three different thrusting attacks that have timing and strength variations. He shares the same blade kick as Michelle and is the go-to move of choice.

## • Defense 8

Wang is best as a defender and possesses a direct counter attack. Use the versatile blade kick and make use of his throws.

## • Juggle Ability 7

Average juggler.

## • Spirit Move 9

Wang has two. They are pretty quick and have good range. It is fairly easy to fall victim to them.

## • Body Physics/ Recovery Time 7

He is susceptible to juggles and has problems getting up quickly.

I really like Armor King. If he had a few more moves, he'd move up in the rankings.

Overall **7**

ARMOR KING



## • Offense 8

He has quick grabs like King minus the linking throws. There are slight differences in the control of King and the armored one with A. King feeling a bit more sluggish. Stun foes with the elbow (↘ + LP) and go in for a throw.

## • Defense 7

Textbook defense for the armor tiger. His RP is the only attack quick enough to counter anything

## • Juggle Ability 7

Very basic juggling.

## • Spirit Move 8

Can surprise opponents at times. Damage is not too shabby.

## • Body Physics/ Recovery Time 7

A. King is not easily juggled and has moderate recovery time.





Baik is pretty unique and replaces Law as the kickmeister.

Overall **8**

BAEK



• **Offense 9**

Kick, kick and kick again. You can just keep pressing the kick buttons and come out with good results. The best is the triple low (hold  $\downarrow$  + **LK, LK, LK**) which can be switched so the last kick hits high (release  $\downarrow$  after the first kick).

• **Defense 8**

Baik can recover from blocking and go straight back into offensive kicks. His punches are the quickest way to counter incoming strikes.

• **Juggle Ability 9**

Get them in the air and have the kicks take over.

• **Spirit Move 8**

Not too slow and hits opponents on the ground. Damage is minimal, however.

• **Body Physics/Recovery Time 8**

Baik can be juggled and has a hard time getting up. He can roll and defensive ground kick quickly though.

Cool shades and a nice coat of armor mean no more off-the-rack junk parts for P. Jack.

Overall **8**

P. JACK



• **Offense 9**

His power is the same as Jack-2 with the difference being move selection. I prefer P. Jack's arsenal to Jack-2's due to the quickness of some hits. Use the **Hammer Crush** ( $\searrow$  + **LP**) as both an offensive and defensive attack.

• **Defense 7**

Aside from the basic **RP** and his **Hammer Crush**, the defensive cupboard is bare. There are slower smashes he can use, but nothing that's reliable.

• **Juggle Ability 8**

He has a few attacks that knock opponents high in the air. Use 'em.

• **Spirit Move 6**

It never hits anyone on purpose.

• **Body Physics/Recovery Time 7**

He is not easily juggled, but can be kept eating the floor.

Few characters possess the brutal limbs Bruce has.

Overall **9**

BRUCE



• **Offense 9**

He has all kinds of attacks that vary in speed, which keeps opponents off guard. His best punch combo ( $\rightarrow$  + **RP, LP, RP**) is fast and takes off huge energy.

• **Defense 8**

His kicks are okay for defense, but try low punches to keep opponents away.

• **Juggle Ability 9**

Get them in the air with elbow uppers ( $\searrow$  + **LP, RP**) and dig in.

• **Spirit Move 8**

Your standard spirit move. Not bad.

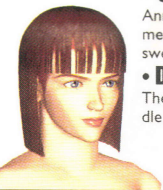
• **Body Physics/Recovery Time 8**

Big body means big target and juggle meat. He has fast recovery and will catch you by surprise.

Nina's sister is not as strong, but looks just as good. Unfortunately, her in-game graphic look is not as good as in the original Tekken.

Overall **8**

ANNA



• **Offense 8**

Anna is missing some of her sister's flashy moves, but retains the meaty kick and punch variations like the **Hoppin' Mix**. Her low arm sweep ( $\downarrow$ , hold  $\searrow$  + **RP**) is her feature move.

• **Defense 9**

The legs keep the riff-raff at bay and the direct counter-attacks handle the ones who get through.

• **Juggle Ability 9**

Just like Nina.

• **Spirit Move 8**

Anna has an extra spirit move which is faster than the first, but weaker.

• **Body Physics/Recovery Time 8**

Ain't nuttin' wrong wit dem body physics! She can be juggled easily and will recover quickly from the ground.

The mid-boss ninja has turned into a woman and retains the majority of his/her older attacks.

Overall **8**

KUNIMITSU



• **Offense 9**

Her offense is very focused and is helped along by her unblockable blades (**B** + **RP**) and long spinning kick (**LK**) range. A pretty fast thrower.

• **Defense 8**

Her quick hands should keep people away. Use the **RP** and upper punches ( $\searrow$  + **LP, RP**) to stick opponents.

• **Juggle Ability 8**

Not too shabby.

• **Spirit Move n/a**

She has no long charging spirit moves.

• **Body Physics/Recovery Time 8**

She is easily juggled and can have problems getting up.

The sumo warrior is nervous because one of the new characters in *Virtua Fighter 3* is also a sumo wrestler. 3-D sumo showdown!

Overall **8**

GANRYU



• **Offense 9**

A very strong character from part one gains more power and variety. He has become much quicker and has more variations in his attacks. The best being the rug lift ( $\searrow$  + **LP** + **RP**) which hits low.

• **Defense 8**

A respectable defense rounds out this circular bodied fighter. His jabs are fast, but his feet are slow. Concentrate on his glove work and forget about defensive specials.

• **Juggle Ability 8**

His multi palm (alternate **RP, LP, RP, LP, etc.**) thrust can take you along for a long ride.

• **Spirit Move 8**

Easy to see coming and very damaging. It sometimes freezes opponents and makes them nervous.

• **Body Physics/Recovery Time 7**

He can be easily juggled and recovers rather slowly.





The big bear is hear to prove that animals are the original champions of the wild. I'm not sure what that means.

Overall **8**

**KUMA**



## • Offense 9

Kuma has a lot of power to spare. His big paws have tremendous reach and hold a lot of destructive power. His **Heart Eating Grab** (→ + RP + LP) is the most devastating Kuma move.

## • Defense 7

Use the trusty RP and try to grab incoming opponents.

## • Juggle Ability 8

He has some.

## • Spirit Move 8

Has the ability to hit opponents laying on the floor and is relatively quick.

## • Body Physics/Recovery Time 6

They just plain suck. You better tap the buttons hard.

The evil version of Law back with some new outfits and kicks.

Overall **8**

**LEE**



## • Offense 8

His offensive game has not changed much, but he seems to do a lot more damage with his normal attacks now. His newest move is the sliding kick (→, slight pause, LK + RK) which goes low.

## • Defense 7

Use his kicks and fall back to the fists as second option. Try his flip kick (like Law's) and triple jumping kick (like Paul's) to keep opponents away.

## • Juggle Ability 7

## • Spirit Move 7

Nothing spectacular.

## • Body Physics/Recovery Time 8

He can be juggled and recovers quickly on the ground.

The Kangaroo/Raptor is the coolest addition to the Tekken gang. I love his sound effects.

Overall **8**

**ROGER/ALEX**



## • Offense 8

Don't let the short arms fool you into thinking he has no reach. His kicks can easily make up the difference and his speed will bring his gloves closer to you in a hurry.

## • Defense 8

His kicks are the best defense and the most stylish is the bicycle kick (↖ + LK, RK) which looks cool and can usually get you a free hit.

## • Juggle Ability 8

He can do 'em okay.

## • Spirit Move 7

Takes a while to wind up.

## • Body Physics/Recovery Time 7

Not easily juggled, but can be continuously knocked on the ground.

The new mystery characters have alter egos and have slight differences.

Overall **9**

**DEVIL/ANGEL**



## • Offense 9

The laser makes them really cheap, but their normal Kazuya-like attacks are almost enough by themselves. Devil's longer wings make it a little harder to fight against and see through while Angel seems to be a bit quicker.

## • Defense 8

The laser can be used as defense if the opponent is farther away. If not, RP and RK work pretty well.

## • Juggle Ability 8

They're almost as good as Kazuya.

## • Spirit Move 9

The laser rules, but I'm not sure if this is a spirit move.

## • Body Physics/Recovery Time 8

They aren't easily juggled and have moderate recovery times.

## Special Moves

**RUNNING ATTACKS** These are basic for almost everyone. All of these are accomplished while running.

Move	Key Presses	Attack Zone	Damage Pts
Leap Kick	Run + ↘	H	30
Low Dive Kick	Run + ↙	L	17
Running Stomp	Run over fallen opponent		15
Rushing Tackle	Run into standing or crouching opponent	unblockable	5
Pummel	Immediately after rushing tackle		5, 5, 5, 5, 5

### Paul

Move	Key Presses	Attack Zone	Damage Pts
One Two Punch	↘ ↘	H, H	10, 15
Hop Kick	↘ ↘ ↘	M, M	21, 21
Super Punch	↘ ↘ ↘	M	35
PK Combo	↘ ↘ ↘	H, H	12, 30
PDK Combo	↘ ↘ ↘	H, L	12, 17
Low Mixer	(while ducking) ↘ ↘	L, M	15, 25
Quick Elbow	↘ ↘ ↘	M	20
Mid Strike & Low Blast	(while ducking) ↘ ↘ ↘	M, L	30, 25
Double Mid Strikes	(while ducking) ↘ ↘ ↘	M, M	30, 25
Triple Kick 1	↘ ↘ ↘ or ↘ ↘ ↘	M, M, H	20, 15, 25
Triple Kick 2	↘ ↘ ↘ or ↘ ↘ ↘	M, M, M	20, 15, 15
Triple Kick 3	↘ ↘ ↘ or ↘ ↘ ↘	M, M, L	20, 15, 15
Hammer and Fist	↘ ↘ ↘	M, M	15, 30
Sweep and Elbow	↘ ↘ ↘	L, M	15, 25
Hammer Combo	↘ ↘ ↘	M, L, M	15, 15, 25

Move	Key Presses	Attack Zone	Damage Pts
Leg Roll	↘ ↘ ↘	M	20
Spirit Move	↘ ↘ ↘	unblockable	100
Counter Attack	↘ ↘ ↘ or ↘ ↘ ↘		
Throws:			
Leg Toss	↘ ↘		35
Shoulder Flip	↘ ↘		40
Leg Flip	↘ ↘ ↘		35
Chest Buster	↘ ↘ ↘		35
Arm Smash	↘ ↘ ↘		40
Head Flip	↘ ↘ ↘ or ↘ ↘ ↘ (from behind)		40
Rushing Tackle	↘ ↘ ↘		
Tackle Combo 1	(after tackle) ↘ ↘ ↘		5, 5, 5, 5, 5
Tackle Combo 2	↘ ↘ ↘, ! ↘ ↘ ↘, ! ↘ ↘ ↘		5, 8, 8, 35

### Jun

Move	Key Presses	Attack Zone	Damage Pts
Punch Combo 1	↘ ↘	H, M	10, 10
Punch Combo 2	↘ ↘	H, M	10, 15
Punch and Kick	↘ ↘	H, L	10, 14
PK Combo 1	↘ ↘ ↘	H, M, L, H	10, 15, 15, 20
PK Combo 2	↘ ↘ ↘	H, M, M	10, 15, 14
PK Switch-up 1	↘ ↘ ↘	L, H, H, M	7, 10, 10, 25
PK Switch-up 2	↘ ↘ ↘ ↘ ↘	L, H, H, L, L, L	7, 10, 10, 12, 14, 14, 14
Rushing Upper	↘ ↘	M	15
Lunge Punch and Kick	↘ ↘ ↘ or ↘ ↘	M, H, L, L or L, H, R, L	15, 14, 15, 20, 14, 14
Cartwheel Kick	↘ ↘	M	25



Move	Key Presses	Attack Zone	Damage Pts
Kicks and Cartwheel		L, L, L, M	14, 14, 14, 25
Spin Kick		H	35
Axe Kick		L, H	10, 15
Jackknife and Punch		M, H	20, 15
Spirit Move		unblockable	40
Counter Attack			35
<b>Throws:</b>			
Arm Flip			35
Arm Break			35
Reverse Suplex		(from behind)	45
Jun Special			45



































































## Heihachi

<b>Move</b>	<b>Key Presses</b>	<b>Attack Zone</b>	<b>Damage Pts</b>
Twirl Kick	[Z] + [X] [Y]	H, L	25, 15
Double Air Kick	[Z] + [X] [Y]	M, M	25, 20
Triple Punch 1	[X], [Y], [X] [Y]	H, H, M	10, 10, 20
Triple Punch 2	[X], [Y], [X] [Y]	H, H, H	10, 15, 25
Uppercut	[→] (slight pause), [↓], [S] + [X] [Y]	M	38
Leg Cutter	[X], [Y] [Y]	M	30
Double Upper	[S] + [X] [Y]	M, M	10, 28
Axe Kick 1	[→] + [X] [Y]	M	30
Axe Kick 2	[→]: [→] + [X] [Y]	M	30
Heihachi Fist o' Death	[→], [S], [→] + [X] [Y], [S] + [X] [Y], [S] + [X] [Y], [S] + [X] [Y]	L	33 (49 for clean hits)
Stutter Kick 1	[→], (slight pause), [↓], [S] + [X] [Y]	M -	35
Stutter Kick 2	[→], (pause), [↓], [S] + [X] [Y]	L	25
Rushing Upper	[→]: [→] + [X] [Y]	M	40
Backward Dodge (non-attack)	[←], [↵] (slight pause) [X] + [X] [Y]		
Hammer and Death	[X] + [X] + [X] [Y]	M, M	15, 30
Ground Stomp	[↓] + [X] (opponent down) [Y]		25
Spirit Move	[↓] + [X] + [X] [Y]	unblockable	70
<b>Throws:</b>			
Power Slam	[X] + [X] [Y]		35
Neck Snap	[X] + [X] [Y]		30
Head Butt	[→] → [X] + [X] [Y]		35
Butt Breaker	[X] + [X] or [X] + [X] (from behind) [Y]		45

## Nina

Move	Key Presses	Attack Zone	Damage Pts
PK Combo 1	👊👊	H, H	12, 20
PK Combo 2	👊👊 + 🏳️	H, L	12, 10
PK Combo 3	👊 + 🏳️ + 🏳️	D, M	10, 15
Double Smash	👊👊	H, H	12, 15
Killing Blade	← + 🏳️	H	15
Side-step Stab	← + 🏳️	M	20
Double High Kick	👊👊	H, H	25, 15
Mid and High kick	🏳️ + 🏳️ + 🏳️	M, H	10, 15
Low/High Mix	🏳️ + 🏳️ + 🏳️		
Forward Roll	⇒, ⇒ + 🏳️ + 🏳️	M	16 (24 for clean hit)
Hoppin' Mix	🏳️ + 🏳️ + 🏳️ + 🏳️	H, L, H	20, 10, 14
Double Low kick	↓ + 🏳️ + 🏳️	L, L	12, 7
PK Mixer	🏳️ + 🏳️ + 🏳️ ↓ + 🏳️ + 🏳️	M, H, D, M	15, 10, 10, 15
Kick Flurry	🏳️ + 🏳️ + 🏳️ + 🏳️	M, H, H, H	10, 6, 8, 15
Super Kick Flurry	🏳️ + 🏳️ + 🏳️ + 🏳️ + 🏳️ → + 🏳️ + 🏳️	M, H, H, H, M	10, 6, 8, 10, 6, 20
Divine Cannon	👊, 🏳️ + 🏳️	M	25
Divine Cannon Combo	🏳️ + 🏳️ + 🏳️	L, M	10, 25
Palm Thrust	⇒, ⇒ + 🏳️ + 🏳️	M	20
Stutter Palm	→ + 🏳️ + 🏳️	M	20
Spirit Move	🏳️ + 🏳️ + 🏳️ (↑, ↑ to cancel)	unblockable	95
Assault Combo	🏳️ + 🏳️ + 🏳️ → + 🏳️ + 🏳️	M, U, U, M	10, 10, 6, 20
Counter Attack	⇐ + 🏳️ + 🏳️ or ⇐ + 🏳️ + 🏳️		35
Leap Kick	⇒, ⇒, ⇒ + 🏳️	M	20
Throws:			
Over Toss	🏳️ + 🏳️		30
Flip	🏳️ + 🏳️		30
Long Fling	→ + 🏳️ + 🏳️		40
Elbow Smash	🏳️, 🏳️ + 🏳️		50
Arm Break (1)	🏳️, 🏳️ ⇒ + 🏳️ + 🏳️		15
Leg Crush	(during 1) 🏳️ + 🏳️ + 🏳️ + 🏳️		30
Head Snap	(during 1) 🏳️ + 🏳️ + 🏳️ + 🏳️		15, 15
Ground Crush	(during head snap) 🏳️ + 🏳️ + 🏳️ + 🏳️ + 🏳️		35
Elbow Break	(during 1) 🏳️ + 🏳️ + 🏳️		30
Double Arm Snap	(during elbow break) 🏳️ + 🏳️ + 🏳️ + 🏳️ + 🏳️		25
Arm Takedown	(during elbow break) 🏳️ + 🏳️ + 🏳️ + 🏳️ + 🏳️		25
Leap Kick Grab	⇒, ⇒, ⇒ + 🏳️		20
Leg Break	(during Leap Kick grab or Leg Scissor) 🏳️ + 🏳️ + 🏳️ + 🏳️ + 🏳️		20
Crab buster	(during Leg Break) 🏳️ + 🏳️ + 🏳️ + 🏳️ + 🏳️		45
Toe Snap	(during leg break) 🏳️ + 🏳️ + 🏳️ + 🏳️ + 🏳️		35
Leg Scissor	🏳️, 🏳️ ⇒ + 🏳️ + 🏳️		15
Arm Roll	(during leg scissor) 🏳️ + 🏳️ + 🏳️ + 🏳️ + 🏳️		35

## Michelle

Move	Key Presses	Attack Zone	Damage Pts
Blade Kick	(while standing from a crouch)  	M	20
Double Arm Thrust	 + 	M	30
Rising Elbow Combo	(while standing from a crouch)   	M, M	18, 30
Reverse Elbow Combo	(while rising from a crouch)   	M, M, M	18, 15, 20
Rising Mixer 1	(while rising from a crouch)    	M, L, M	18, 17, 25
Rising Mixer 2	(while rising from a crouch)   	M, L, H	18, 17, 20
Rising Mixer 3	(while rising from a crouch)    	M, M, L, H	18, 15, 12, 25
Rising Mixer 4	(while rising from a crouch)    + 	M, L, L	18, 17, 10
Punch Blast	  	H, M, M	10, 15, 22
Rushing Elbow Combo	  +  	M, M	12, 12
Left Kick	 + 	M	17
Rushing Fist	  + 	M	12
Reverse Elbow	  + 	M	18
Lifting Upper	 + 	M	25
Blast Upper	 + 	M	50
Mixer Combo 1	   	H, M, L, H	10, 8, 12, 25
Mixer Combo 2	   	M, L, H	12, 12, 26
Go behind opponent	 (if it hits) press 	H	12
<b>Throws:</b>			
Suplex	 + 		35
Belly to Belly Suplex	 + 		35
German Suplex	(from behind)  +   		45
Full Nelson-plex	 +   		

## Law

Move	Key Presses	Attack Zone	Damage Pts
5 Punches		H, H, H, H, H	10, 5, 5, 5, 5
High Kick Combo		H, H, H	25, 10, 10
Dragon Knuckle Combo		H, M, H	12, 6, 6
Sliding Kick		L	17
Dragon Slash		M	30
Spin Kick Combo		H, H, H	20, 12, 12
Flip Kick 1		M	30
Flip Kick 2		M	40
Flip Kick 3		M	30
Flip Combo 1		H, M	20, 30
Flip Combo 2	(while rising from a crouch)	L, M	12, 30
Flip Combo 3	(while rising from a crouch)	L, M	7, 30
Flip Combo 4		H, M	25, 30
Quick Flip		M	30,
Double flip		M, M	30, 30
Super Flip Combo	(slight pause),	L, H, H, H, M	15, 10, 10, 10, 30
Dragon Sweep		L	35
Spirit Move		unblockable	100
<b>Throws:</b>			
Head Noogie			30
Road Kill			30
Knee Butt			25
Face Crush	(from behind)  or		45
Dragon Fall	(during face crush)  +		35

## Jack 2

[illegible]



Move	Key Presses	Attack Zone	Damage Pts
One Two Punch		H, H	12, 15
One Two Upper		H, H, M	12, 15, 10
Drop Kick		M	25
Super Drop Kick		H	40
Tiger Kick		M	30
Knuckle Bomb		M	35
Alley Kick		L, L, L	17, 7, 7
Multi-Alley Kick		L, L, L, L, L	17, 7, 5, 4, 3
Elbow drop	(during a leaping stamp)	M	35
Smash upper		M	20
Grand Smash		L	6
Dynamite upper		M	20
Cross chop		M	15
Double Knee drop		M	40
Frankensteiner		M	20
Right left combo		H, M	12, 15
Left right combo	(while rising from a crouch)	L, M	5, 15
Body press		unblockable	25
Spirit Move		unblockable	5

Move	Key Presses	Attack Zone	Damage Pts
Wang Thrust		M	33
Wang Two		M, M	12, 21
Triple Punch		H, M, M	10, 8, 21
Double Thrust		M	25
Slap Palm		M	21
Thrust Palm		M	20
Blade Kick	(while standing from a crouch)	M	20
Reverse elbow combo	(while rising from a crouch)	M, M, M	18, 15, 20
Rising mixer 1	(while going into a crouch)	L, H	15, 20
Rising mixer 2	(while going into a crouch)	L, M	15, 25
Rising mixer 3	(while going into a crouch)	L, L	15, 10
Rising mixer 4	(while going into a crouch)	M, L	18, 17
Punch blast		H, M, M	10, 15, 22
Spirit Move 1		unblockable	100
Spirit Move 2		unblockable	70
Counter Attack	or		
<b>Throws:</b>			
Neck Throw			35
Shoulder Throw			35
Reverse Throw	(from behind)  or		40
Wang Special 1			30
Wang Special 2			30





## Armor King

Move	Key Presses	Attack Zone	Damage Pts
Black Smash	⇒ (slight pause), ↓ + ○	M	30
Tiger upper	⇒ (slight pause), ↓, ↓ + ○	M	38
Jumping Alley Kick	↘ (slight pause), ○ + ○ + ○ + ○	L, L, L	17, 7, 7
Dodge Punch	⇐ + ○ + ○	H	35
Shoulder Attack	⇒ + ○ + ○	M	30
One Two Punch	○ + ○	H, H	12, 15
One two upper	○ + ○	H, H, M	12, 15, 10
Left right combo	(while rising from a crouch) ○ + ○	L, M	5, 15
Drop Kick	⇒, ⇒ + ○ + ○	M	25
Super drop kick	⇒, ⇒, ⇒ + ○ + ○	H	40
Tiger Kick	⇒, ⇒ + ○	M	30
Knuckle bomb	↘ + ○ + ○	M	35
Alley Kick	○ + ○ + ○ + ○	L, L, L	17, 7, 7
Smash upper	⇒, ⇒ + ○	M	20
Grand Smash	⇒, ⇒ (slight pause) + ○	L	6
Dynamite Upper	↓, ↓ + ○	M	20
Cross Chop	⇒, ⇒ + ○ + ○	M	15
Double Knee Drop	↘ + ○ + ○	M	40
Frankensteiner	↘ + ○ + ○	M	20
Right Left Combo	○ + ○	H, M	12, 15
Spirit Move	↘ + ○ + ○, ↓	unblockable	45
Throws:			
Frankensteiner	(close to opponent) ↘ + ○ + ○		45
Brainbuster	○ + ○		30
Face Crush	○ + ○		30
Reverse DDT	(from behind) ○ + ○ or ○ + ○		55
DDT	↘, ↓ + ○ + ○		55
Tombstone Piledriver	↘, → + ○ + ○		65
Jaguar Driver	↓, ↓, ⇒ + ○		25
Giant Swing	⇒, ⇐, ↘, ↓, ↓, ⇒ + ○		70
Steiner Screwdriver	↓, ↓, ↓ + ○ + ○		55

## Back

Move	Key Presses	Attack Zone	Damage Pts
Black Smash	⇒ (slight pause), ↓, ↓ + ○	M	30
Tiger upper	⇒ (slight pause), ↓, ↓ + ○	M	38
Jumping Alley Kick	↘ (slight pause), ○ + ○ + ○ + ○	L, L, L	17, 7, 7
Dodge Punch	⇐ + ○ + ○	H	35
Shoulder Attack	⇒ + ○ + ○	M	30
One Two Punch	○ + ○	H, H	12, 15
One two upper	○ + ○	H, H, M	12, 15, 10
Left right combo	(while rising from a crouch) ○ + ○	L, M	5, 15
Drop Kick	⇒, ⇒ + ○ + ○	M	25
Super drop kick	⇒, ⇒, ⇒ + ○ + ○	H	40
Tiger Kick	⇒, ⇒ + ○	M	30
Knuckle bomb	↘ + ○ + ○	M	35
Alley Kick	○ + ○ + ○ + ○	L, L, L	17, 7, 7
Smash upper	⇒, ⇒ + ○	M	20
Grand Smash	⇒, ⇒ (slight pause) + ○	L	6
Dynamite Upper	↓, ↓ + ○	M	20
Cross Chop	⇒, ⇒ + ○ + ○	M	15
Double Knee Drop	↘ + ○ + ○	M	40
Frankensteiner	↘ + ○ + ○	M	20
Right Left Combo	○ + ○	H, M	12, 15
Spirit Move	↘ + ○ + ○, ↓	unblockable	45
Throws:			
Frankensteiner	(close to opponent) ↘ + ○ + ○		45
Brainbuster	○ + ○		30
Face Crush	○ + ○		30
Reverse DDT	(from behind) ○ + ○ or ○ + ○		55
DDT	↘, ↓ + ○ + ○		55
Tombstone Piledriver	↘, → + ○ + ○		65
Jaguar Driver	↓, ↓, ⇒ + ○		25
Giant Swing	⇒, ⇐, ↘, ↓, ↓, ⇒ + ○		70
Steiner Screwdriver	↓, ↓, ↓ + ○ + ○		55

## Bruce

Move	Key Presses	Attack Zone	Damage Pts
Leg Thrust	⇒, → + ○	H	35
Spin Punch	⇒ + ○ + ○	H	25
Triple Sock	→ + ○ + ○	H, H, M	15, 10, 25
One Two High Kick	○ + ○ + ○	H, H, H	10, 12, 30
One Two Mid Kick	○ + ○ + ○	H, H, M	10, 12, 20
One Two Low Kick	○ + ○ + ○	H, H, L	10, 12, 10
Triple Knee Combo	⇐ + ○ + ○	M, M, M	25, 15, 25
Double Knee Low Kick	⇐ + ○ + ○, ↓ + ○	M, M, L	25, 15, 15
Knee special 1	⇐ + ○ + ○	H, M	20, 20
Knee special 2	⇐ + ○ + ○	H, H	20, 12
Back Step	⇐ (slight pause), ○ + ○		
Faint Kick	(during Back Step) ○	H	15
Slicer	⇒, ⇒ + ○	M	30
Sledge Hammer	○ + ○	M	40
Gatling Combo	○ + ○ + ○	M, M, M, L	25, 12, 12, 12
Southern Cross	○ + ○ + ○	H, H, M	10, 12, 20

Northern Light Combo	○ + ○	H, H, M	10, 12, 20
Rushing Combo	○ + ○ + ○	H, H, M, M	10, 12, 12, 15
Cyclone Edge	↘ + ○	L	12
Tornado Upper	(during Cyclone Edge) ○	M	50
Quick Sabat	○ + ○	M, L	25, 25
Sniper Sabat	⇒ + ○ + ○ + ○	H, M, H	18, 10, 25
Double Face Breaker	↘ + ○ + ○	M, M	10, 10
Dash Kick	⇒, ⇒, ⇒ + ○	M	30
Side kicks	↓ + ○ + ○	L, H	15, 10
Bruce Mid Kick	↘ + ○ + ○	M	15
Spirit Move	⇐ + ○ + ○	unblockable	60
Throws:			
Ti Ka Kon	○ + ○		40
Ti Ka Solon	○ + ○		40
Back Fling	(from behind) ○ + ○ or ○ + ○		40
Bruce Smasher	⇒, ↓, ↓ + ○ + ○ + ○		20
Bruce Tiger	(during Smasher) ○ + ○ + ○ + ○		15
Bruce Blast	(during Smasher) ○ + ○ + ○ + ○		15
Bruce Crusher	(during Tiger or Blast) ○ + ○ + ○ + ○		25
Bruce Finale	○ + ○ + ○ + ○ + ○		40
Bruce Flash	(during Smasher) ○ + ○ + ○ + ○ + ○		35













## Anna








































Move	Key Presses	Attack Zone	Damage Pts
Palm Knife	↓, ⇒ + ○	M	25
Cat Strike	↓, ⇒ + ○	M	25
Cold Blade	↓, ↓ + ○	L	15
PK combo 1	○ + ○	H, H	12, 20
PK combo 2	○ + ○, ↓ + ○	H, L	12, 10
PK combo 3	○ + ○, ↓ + ○	L, M	10, 15
Double Smash	○ + ○	H, H	12, 15
Double High Kick	○ + ○	H, H	25, 15
Mid and High kick	↘ + ○ + ○	M, H	10, 15
Low high mix	↓ + ○ + ○		
Forward roll	⇒, ⇒ + ○	M	16 (24 for clean hits)
Hoppin' Mix	↘ + ○ + ○ + ○	H, L, H	20, 10, 14
Double Low kick	↓ + ○ + ○	L, L	12, 7
PK mixer	↘ + ○ + ○, ↓ + ○ + ○	M, H, L, M	15, 10, 10, 15
Kick Flurry	↘ + ○ + ○ + ○	M, H, H, H	10, 6, 8, 15
Super Kick Flurry	↘ + ○ + ○ + ○ + ○, → + ○ + ○	M, H, H, H, H, M	10, 6, 8, 10, 6, 20
Palm Thrust	⇒, ⇒ + ○ + ○	M	20
Stutter Palm	→ + ○ + ○	M	20
Spirit Move	↘ + ○ + ○ (↑, ↑ to cancel)	unblockable	95
Bloody Scissors	↓ + ○ + ○	unblockable	50
Assault Combo	↘ + ○ + ○ + ○, → + ○ + ○	M, U, U, M	10, 10, 6, 20
Counter Attack	⇐ + ○ + ○ or ⇐ + ○ + ○		35
Leap Kick	⇒, ⇒, ⇒ + ○	M	20
Throws:			
Over Toss	○ + ○	30	
Flip	○ + ○		30
Long Fling	→ + ○ + ○		40
Elbow Smash	↘, ↓ + ○		50
Arm Break (1)	↘, ⇒, ⇒ + ○ + ○		15
Leg Crush	(during 1) ○ + ○ + ○ + ○		30
Head Snap	(during 1) ○ + ○ + ○ + ○		15, 15
Ground Crush	(during head snap) ○ + ○ + ○ + ○ + ○		35
Elbow break	(during 1) ○ + ○ + ○		30
Double arm snap	(during elbow break) ○ + ○ + ○ + ○ + ○		25
Arm Takedown	(during elbow break) ○ + ○ + ○ + ○ + ○		25
Back Grab	(from behind) ○ + ○ or ○ + ○		45

## Kunimitsu

Move	Key Presses	Attack Zone	Damage Pts
Old School Kicks	○ + ○	H, M	35, 30
High Spin Punches	⇐ + ○ x6	H, H, H, H, H, H	10, 10, 10, 10, 10, 10
Low Spin Kicks	↘ + ○ x5	L, L, L, L, L	12, 7, 7, 5, 5
Double Trouble	⇒, ⇒ + ○ + ○ + ○ + ○	M, H	40, 40
Ninja Knee	⇒, ⇒ + ○	M	20
Slap Punch	⇒ + ○	H	12
Super Low Kick	↓, ↓ + ○	L	12
High Kicks	○ + ○ + ○	H, H, H	20, 20, 20
PK combo	○ + ○	H, H	12, 30
PKD combo	○ + ○ + ○	H, L	12, 17
Forward Kick	↘ + ○ + ○	M	30
Ninja Knife 1	⇐ + ○	unblockable	22
Ninja Knife 2	↘ + ○	unblockable	15
Ninja Knife 3	⇒, ⇒, (slight pause) + ○	unblockable	25
Throws:			
Head Slam	○ + ○		30
Flying Slam	○ + ○		35
Back Toss	(from behind) ○ + ○ or ○ + ○		40
Kuni Special	⇐ + ○ + ○		35



Move	Key Presses	Attack Zone	Damage Pts
Switch Kick combo	↓ + 	L, L, L, M	7, 5, 5, 21
Three Kicks		H, H, H	20, 12, 12
5 punches	 + 	H, H, H, H, H	10, 5, 5, 5, 5
Infinite Kick Combo	(while rising from a crouch)  ↓ + 	M, M, H, M, ...	10, 25, 15, 10, ...
Backflip	←, ←, (slight pause), 		
Slash Kick	⇒ ⇒ + 		
Jack Boot Kick	↓, 		
JK combo 1	⇒ ⇒, (slight pause), 	M, M, H	20, 15, 25
JK combo 2	⇒ ⇒, (slight pause),  ⇒ + 	M, M, M	20, 15, 15

JK combo 3	⇒, ⇒, (slight pause),     + 	M, M, L	20, 15, 15
Slide Kick	⇒, ⇒, (slight pause),  + 		
High kick combo	   	H, H, H	25, 10, 10
Dragon Knuckle combo	→ +   	H, M, H	12, 6, 6
Flip kick 1	↓,  + 	M	30
Flip Kick 2	↓, ↑ +  	M	40
Flip Kick 3	↓,  +  + 	M	30
Spirit Move 1	 +  +  (   to cancel)	unblockable	100
Spirit Move 2	 +  + 	unblockable	80
Throws:			
Head nuggy	 + 		30
Head Twist	 + 		30
Knee butt	⇒, → +  + 		25
Face Crush	(from behind)  +  or  + 		45

Move	Key Presses	Attack Zone	Damage Pts
One Two Punch		H, H	12, 15
One two upper		H, H, M	12, 15, 10
Kangaroo Pop	(slight pause)	H	30
Animal Combo	→	H, H, H, H, M	10, 15, 10, 15
Rolling Animal	+	M	17
Animal Upper	(slight pause)   +	M	50
Tail Kick	+	L	17
Animal Drop Kick	+	M, M, M, M, M	30, 17, 17, 17, 17
Rolling Animal Combo		M, M, M, M, M	17, 17, 17, 17, 17
Drop Kick	→	M	25
Super drop kick	→  →  +	H	40
Tiger Kick	→  +	M	30
Knuckle bomb	+	M	35
Alley Kick	+	L, L, L	17, 7, 7
Smash upper	→  +	M	20
Grand Smash	→  (slight pause) +	L	6
Dynamite upper	+	M	20
Cross chop	→  +	M	15
Double Knee drop	+	M	40
Frankensteiner	+	M	20
Right left combo		H, M	12, 15
Left right combo	(while rising from a crouch)	L, M	5, 15
Spirit Move	+	unblockable	100
Throws:			
Frankensteiner	(close to opponent)  +		45
Jumping Power Bomb	+		35
Head Butt	+		35
DDT	+		55
Tombstone Piledriver	→  +		65
Jaguar driver	+		25
Giant Swing	→     +		70
Animal Flip	(from behind)  +  or  +		30

Move	Key Presses	Attack Zone	Damage Pts
One Two Punch		H, H	10, 15
Double Upper		M, M	10, 15
Triple Punch 1		H, H, M	10, 10, 20
Triple Punch 2		H, H, H	10, 12, 25
Slash Kick		M	30
Swoop Kick		M	30
Dash Kick		M	30
Flip Kick		M	30
Hop Kicks		M, L	25, 15
High Laser Beam		unblockable	50
Low Laser Beam		(H) unblockable	40
Throws:			
Flip		35	
Head Kicks			40
Head Butt			35
Back Toss	(from Behind)		40

M/15	H/10	M/8	M/8	M/6	L/5	M/7	M/7	M/25	M/25
			M/10						
					L/7	H/5	H/6	L/21	M/21
								L/5	M/21
H/10	H/10	H/6	H/6	H/7	L/9	H/6	H/6	H/6	H/30
M/10	H/15			H/9	L/9	L/5	M/6	L/5	M/21



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P. Jack										
	L/10	L/6	L/5	M/7	M/7	H/6	M/6	M/8	M/21	M/25
Wang										
	H/12	M/6	M/6	H/6	L/6	H/6	M/6	H/7	L/8	M/25
Lee										
	M/10	H/5	M/6	H/5	H/7	L/6	H/7	H/7	H/10	M/25
Baek.....										
	H/20	H/12	L/5	M/6	M/6	M/6	H/5	H/5	L/7	M/25
			H/8	L/5	M/6	M/6	M/6	L/7	M/21	/25

## Hidden Characters

When you beat the game in one-player mode with a particular character, the “boss” character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the “boss” characters, you’ll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you’ll hear the announcer say, “Great!” if you’ve met this requirement, and your next oppo-



nent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either **Kick** button; to choose Angel, highlight Devil and press either **Kick** button. Note: **You must have earned all of these characters to perform any of the following tricks:**

## Kazuya's Purple Suit



Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

## Super-Deformed Characters



Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger!

## Punch-Out!! Mode



Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

## Super Juggle Mode



Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.





by nikos constant

# SUPER MARIO 64

## スーパーマリオ®

## what you should know...

- This is the first of three guides for *Super Mario 64*, the greatest video game ever made. We'll be telling you everything we know about the game from now until Christmas. This first guide covers overall game play and the first five courses up until you reach Bowser 1.
- Refer to the charts on this page and the following to get an overall view of the house. You can see that there are 120 total stars for you to find.
- Use the first courses to get used to the control and camera changes. The most important jumps used in the game are the long jump (run, hit Z and then jump), and the multiple wall jump (jumping from wall to wall in order to reach a higher platform.)
- Don't get confused by any Japanese text; our photos were taken from the Japanese version of the game, but the tips should work in the American version.

7 x 15 = 105 Stars/Course



- 3 Bowser Stars
- 3 Switch Stars
- 2 Princess Slide Stars
- 1 Fishbowl Swim Star
- 1 Rainbow Flight Star
- 3 Toad Talking Stars
- 2 Rabbit Catching Stars

Total Stars: 120





# Maximum Stars

Alright, here's how the stars work in *Mario 64*. You can collect seven stars per course. In addition to the five that you will find by solving puzzles, Course Star 6 can be found by collecting all eight of the red coins hidden throughout the level. Course Star 7 will appear when you have collected 100 or more gold coins throughout the level. Remember that collecting blue and red coins adds to your total gold coin count; you might not be able to make over 100 gold coins without collecting the reds and blues. So, with 15 courses and seven stars per course, the grand total of Course Stars is 105. But that's not all, kids! In addition to the 105 Course Stars, there are 15 additional "Secret Stars" that can be found throughout the game.

- Two of the Secret Stars are hidden in a special stage with

a slide that can be found in the room with three pictures of the Princess; just jump through the picture on the right. You receive one by just completing the slide and knocking your head on the ? box at the end. The second appears if you complete the princess slide in 21 seconds or less.

- Three Secret Stars can be obtained by collecting all eight of the red coins in the platform levels leading up to battles with the three Bowser bosses.

- Three Secret Stars can be had by collecting all eight of the red coins in the Red, Green and Blue "Switch" levels where Mario earns his flying, metal and see-through powers.

- One Secret Star can be found by collecting all eight of the red coins in the Swimming Level that is hidden in an upper nook to the right of the painting of the first swim course. Do

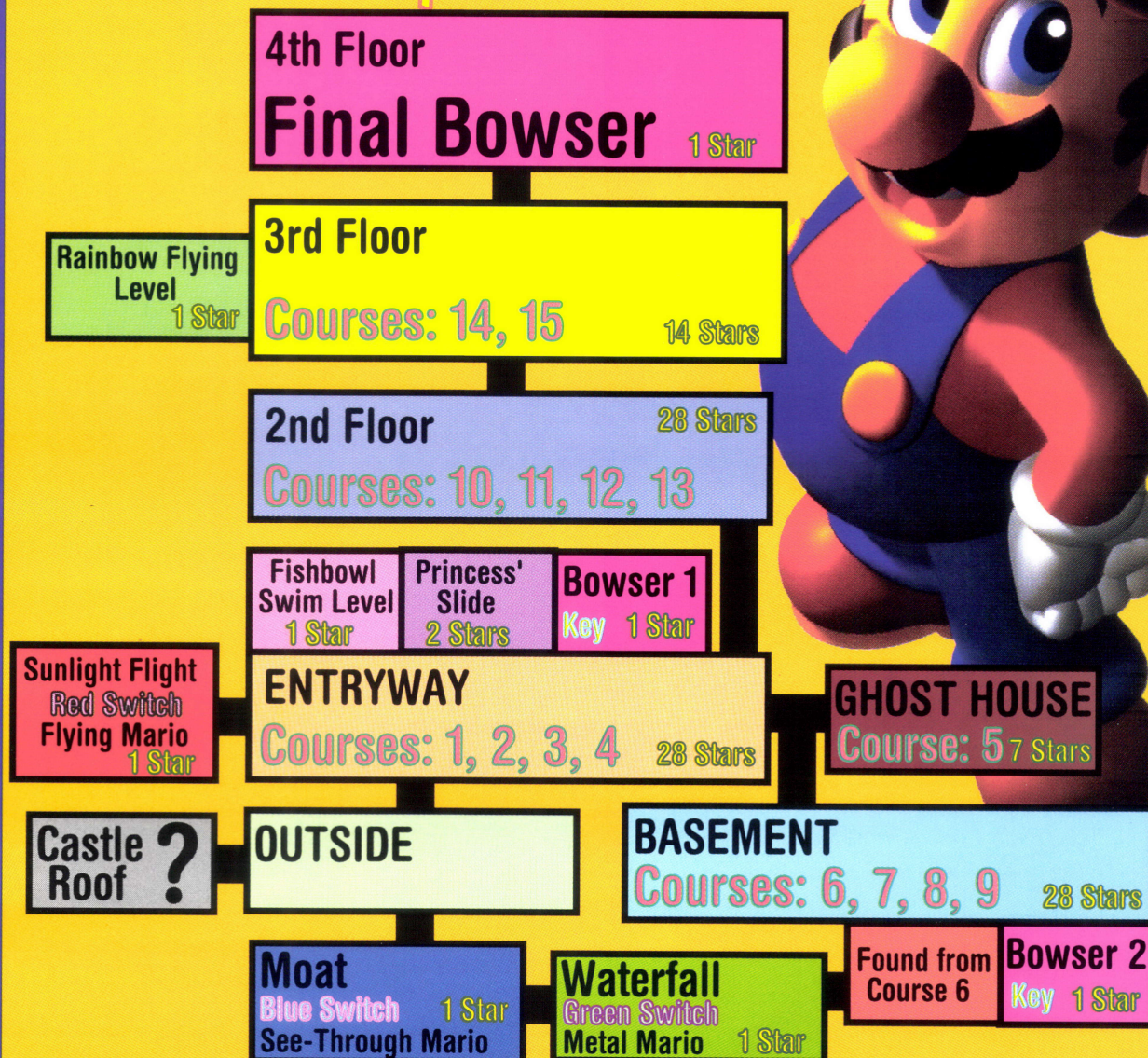
a backwards jump to reach it.

- On the fourth floor of the castle, you'll find the Rainbow Flying Level, where you can collect all eight of the red coins to find a star.

- Three Secret Stars can be obtained simply by talking to the various Toads that are standing around the castle, giving you hints. Just talk to all of them and three will give you a Secret Star.

- The last two Secret Stars can be found by catching the rabbit that's running around the basement level. Trap him in the corner and use your dive to grab him. The first time you catch him, he will give you a star and then disappear. After you've gone around the castle, collecting a few more stars, he will reappear. Catch him again to get another Secret Star.

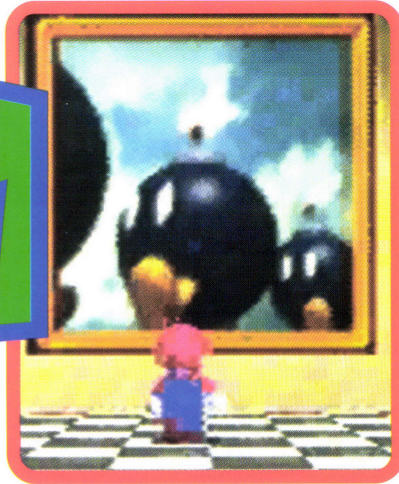
## Star Chart







# Course 1



## Star 1



Get the first star by going to the top of the mountain in the middle of the level. You will meet the Bomb King, who will try to throw you off the hill. To defeat him, run up behind him and use the B (Punch/Grab) button to pick him up. Then throw him so he lands on his butt on the grass. Don't throw him off the mountain! Throw him three times and he will explode, giving you your first star. You're on your way!



## Star 2



Race the Big Koopa to the top of the hill where you killed the Bomb King. If you beat him, he'll give you your second star!

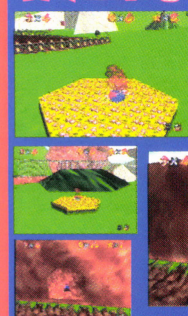


## Star 3

Talk to the two pink bomb guys at the beginning of the level. One of them will open up all of the bomb chutes for Course 1. You can use these to get around the level faster and to reach the platform that is floating off the side of the mountain. Go to the bomb chute on the mountain and aim as shown to the left. On the platform is a ? box that will give you your third star for the level if you hit it with your head.



## WARPS



To use the warps, just go to its location and stand there. You will disappear, and reappear in the other warp zone. There are two warps on Course 1. One takes you from a flower bed on one side of the level to another flower bed on the other side. The second warp takes you from one cannonball chute at the bottom of the mountain, to the one at the top.

## 100 Stars



To help get 100 stars, run around the four posts on the fenced-in cliff to the left of the course's starting point. They will spout coins that you can pick up.

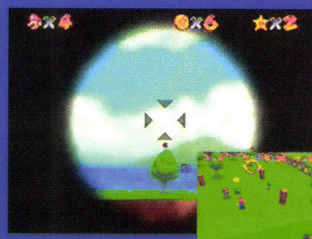
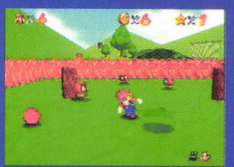




## Star 4



Collect all eight of the red coins on the Course to get Star 4. One of them is under the bridge that leads to the mountain, and another is on the floating platform hanging above the tree.



## Star 5



Star 5 takes a lot of patience and steady aim in using the cannons. Just go up to the cannon on the floating platform and aim for the middle coin in the middle of the coin circles. You will get the first three coins that you must pick up. Then aim for the top coin in the floating circle of coins. This will get you the fourth coin. Coin 5 should be gotten by just getting into the cannon and shooting. Don't aim! The star will appear by where you land after your cannon shot. Getting the flying hat makes this a bit easier.

## Star 6



Star 6 is easy. Just go to the post that the big ball with teeth is attached to. Climb on top and do your butt stomp three times to knock the post down. The toothy ball will escape and break the gate that is protecting the sixth star. Do a back flip to reach the sucker and you're done with Course 1!

Yahoo!





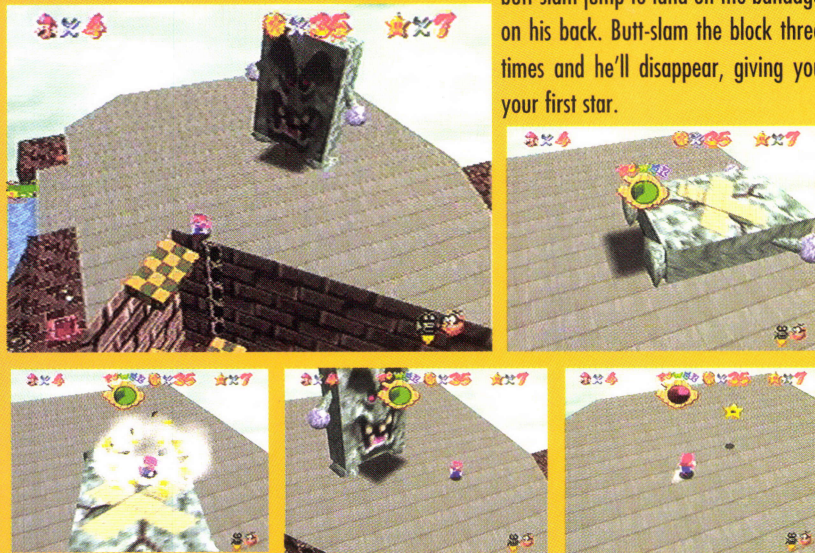


# Course 2



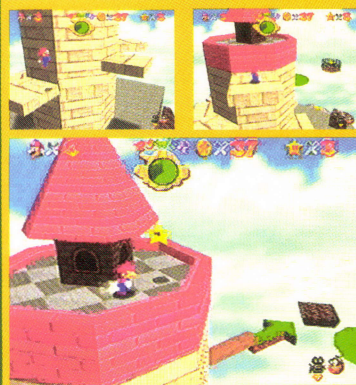
## Star 1

For the first star, get to the top of the level where you'll meet an angry block of concrete. He's going to try to fall on you, so avoid his trajectory. When he's down on his face, use the butt-slam jump to land on the bandage on his back. Butt-slam the block three times and he'll disappear, giving you your first star.



## Star 2

Go back to the top of the level and get the star that's at the peak of the new tower. Avoid the Smiling Bullets that will track you down.



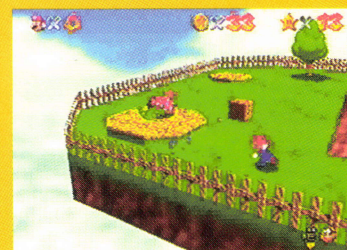
## Star 3

Talk with the pink bomb guy and get the bomb chute open. Aim for the point shown here (left). You'll hit a post and drop onto the landing. Slide down the pole for star number three.



## 100 Stars

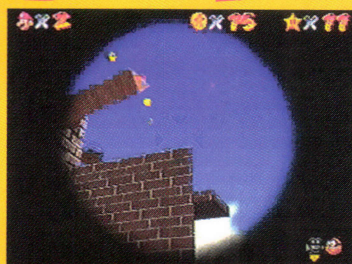
To help get 100 stars, do a butt-slam on the blue button. Four blue coins will appear, giving you five coins each. For more blue coins, kill the Mario-eating plants. Each plant gives you one coin. An easy way to kill them is to throw a coin box at them. Be sure to get gold coins too!







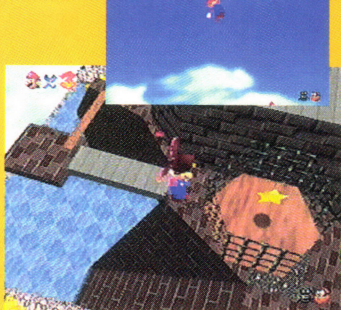
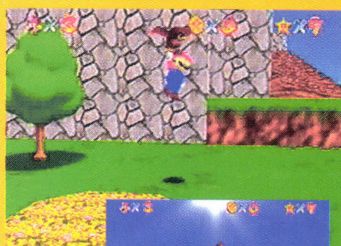
## Star 6



Aim for the edge shown at right. When you hit it, the wall will break open revealing a star. Just climb back up the structure and slide down the ledge to get it.



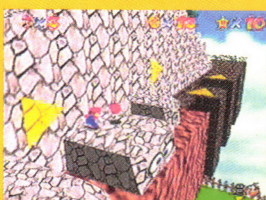
## Star 5



Star 5 is located in a little cage floating above the whole level. To get there go to the tree located to the left when you first start the level and climb it. Surprise! There's an owl hidden in there that will start flying around. Follow the owl's shadow, jump and hold the jump button when it's just above your head. You will grab on to the owl and it will fly you to the top of the level. (Use this as a quick way to get all the way up the hill). Notice that you can aim which way the owl flies using the joystick. Aim yourself towards the floating cage star and cruise over the top of the cage. When you get to the right spot, let go of the jump button and you'll drop down into the cage. You have star number five!



## Star 4



To get the last star, collect all eight of the red coins. A couple of them are kind of tricky. There's one that's floating above the second stomping head. Do a backflip to jump onto the head and then jump up to the red coin. The second tricky one is underneath the rotating bridge. Just drop down and aim your slide to hit the red coin. The last two tricky coins are on floating platforms located off the top of the level. To reach them, kick down the board that's on edge. It will wobble and with a second kick will fall over. Climb out and you'll be able to jump to the last two red coins. Another way to reach these coins is to use the owl and fly up to the platforms by aiming the owl towards them. After you've collected all eight red coins, the star will appear between the two flower beds at the beginning of the level.



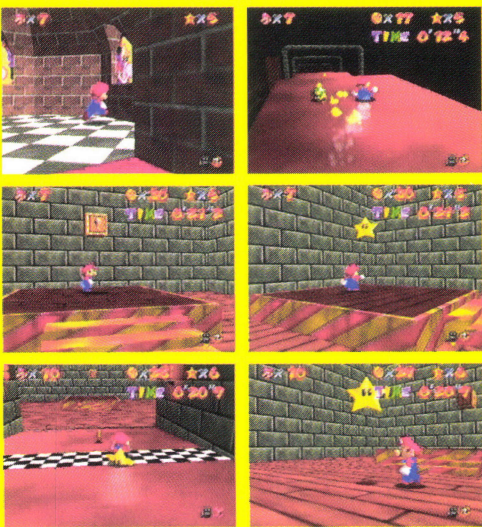




### Princess Slide



Behind the door on the far right of the Entryway on the first level, you'll find the Princess' slide. Inside are two "Secret Stars." Receive the first by just finishing the slide. The second star is a little bit harder to get. Notice that you are timed going down the slide. Finish the course in under 21 seconds and the second secret star will appear. To get under 21 seconds, push forward on the joystick to get faster. You can still turn, but it takes practice.



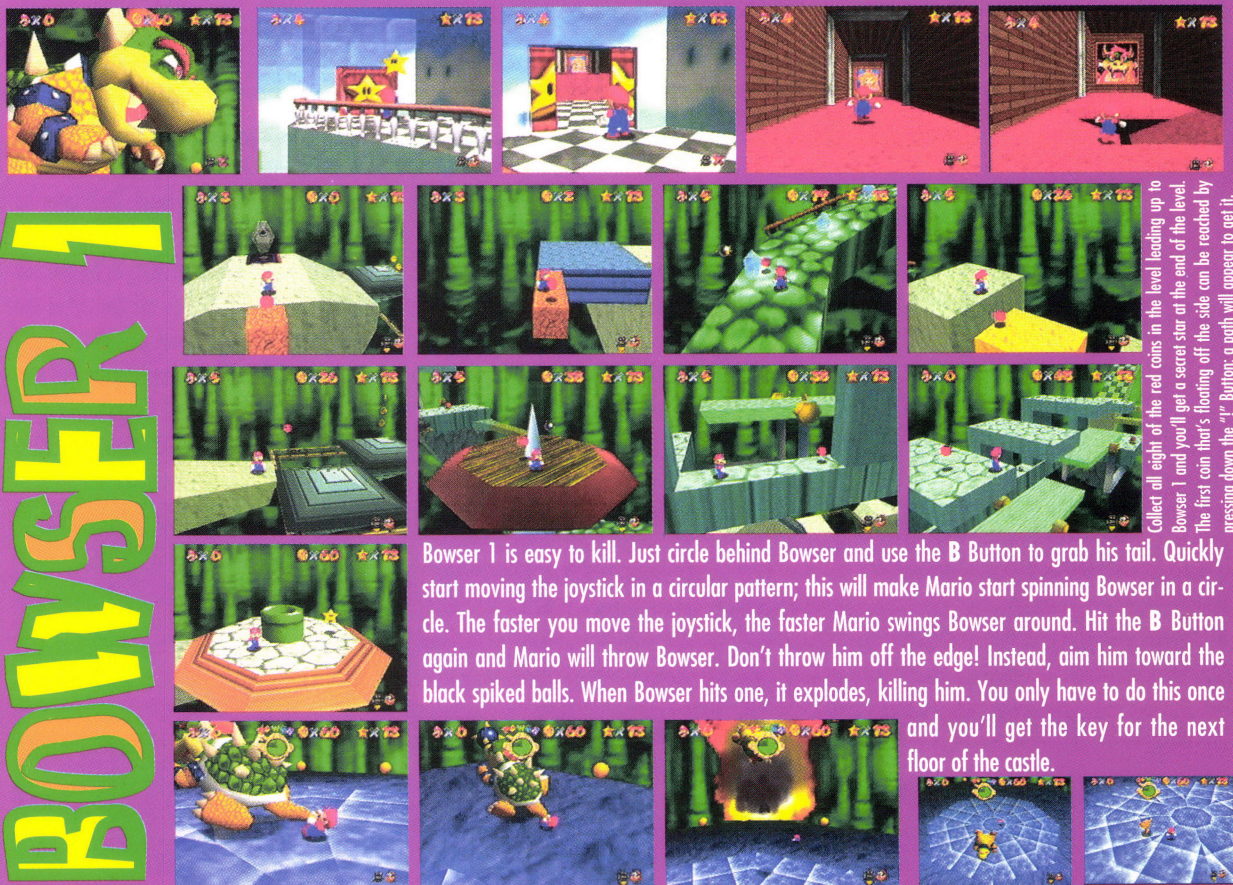
### Sunlight Level



After you get ten stars, notice that a sunbeam appears through the skylight in the Entryway. Get under the beam and look up into it using the camera buttons and joystick. You'll enter a flying level! Collect all eight coins that are floating in the air (fly to them in a circular pattern) and you'll get a "Secret Star." Land on the platform below and press the red button to get all of the red "?" boxes to turn solid in the game. The red box gives you the flying hat!



### BOWSER 1



Bowser 1 is easy to kill. Just circle behind Bowser and use the B Button to grab his tail. Quickly start moving the joystick in a circular pattern; this will make Mario start spinning Bowser in a circle. The faster you move the joystick, the faster Mario swings Bowser around. Hit the B Button again and Mario will throw Bowser. Don't throw him off the edge! Instead, aim him toward the black spiked balls. When Bowser hits one, it explodes, killing him. You only have to do this once and you'll get the key for the next floor of the castle.

Collect all eight of the red coins in the level leading up to Bowser 1 and you'll get a secret star at the end of the level. The first coin that's floating off the side can be reached by pressing down the "Y" Button; a path will appear to get it.



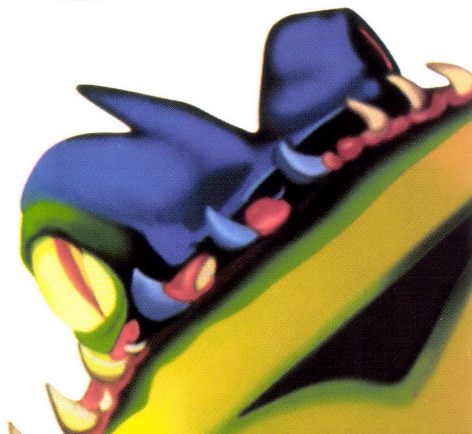
PREPARE TO FLY.

*/ and soar and spin and climb and dive and look way, way down on everything else /*

# Nights<sup>TM</sup>

into dreams ...

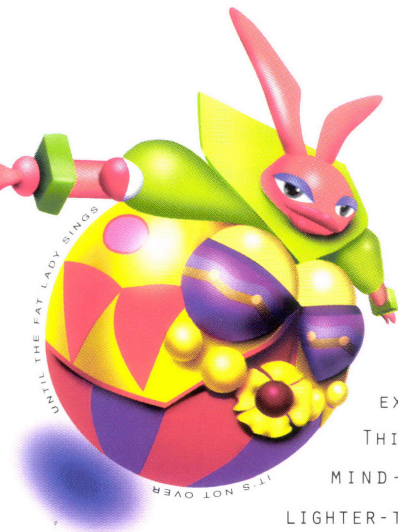
IS HERE.











*Never, ever, ever, have you experienced anything like this.  
Never, ever, ever, have you been able to fly, fluid and free, in real-time 3D.*

#### NOT UNTIL NIGHTS.

THE MOST REVOLUTIONARY NEXT-GENERATION GAME EVER. THE FIRST TRUE SHOWCASE OF SEGA SATURN'S STUNNING CAPABILITIES. THE TECHNOLOGICAL TOUR DE FORCE THAT HAS EVERYONE IN THE GAMING WORLD ABSOLUTELY SPUN.

**THE STORY** ONE OF THE MOST IMMERSIVE, MYSTICAL GAMING EXPERIENCES EVER, NIGHTS ESTABLISHES AN ENTIRELY NEW GAMEPLAY PARADIGM. THINK OF IT AS PSYCHODRAMA, AN EXPRESS ESCALATOR INTO THE SCHIZOPHRENIC, MIND-BENDING VIRTUAL WORLD OF YOUR DREAMS. RICOCHETING BETWEEN LIGHTER-THAN-AIR REVERIES AND DARK, MACABRE NIGHTMARES, NIGHTS BRINGS YOU FACE TO FACE WITH BOTH YOUR GUIDING SPIRITS AND YOUR INNERMOST DEMONS.

#### THE WORLD

CREATED BY THE RENOWNED SONIC TEAM, NIGHTS IS A FULL-ON 3D MASTERPIECE. A WORLD WITH SOME OF THE MOST VIBRANT, INSPIRED, ORIGINAL GRAPHICS EVER CONCEIVED BY FEVERED IMAGINATIONS. A WORLD WITH DEEP, LUSH, DREAMSCAPE REALITIES, ITS OWN MICRO-CLIMATES, EVEN ITS OWN NATURAL ORDER. IMAGINE. SMOKE, FOG, CLOUDS, RAIN, AND WATER THAT APPEAR IN MULTIPLE LEVELS OF TRANSPARENCY. WATERFALLS, CURRENTS, WIND, AND, YES, A TORNADO THAT ALL FOLLOW THE LAWS OF FLUID PHYSICS. INDEPENDENT LIGHT SOURCES THAT PLAY ON BOTH ACTION AND BACKGROUNDS AT DIFFERENT, SHIFTING LUMINOSITIES. ALL BACKED BY A RAGING SOUNDTRACK THAT BLENDS JAZZ, ORCHESTRA, ROCK, WORLD MUSIC, AND EFFECTS.

#### THE GAMEPLAY

NIGHTS SCREAMS ALONG AT BANSHEE ITS ADAPTIVE SPEED MANAGEMENT GAMEPLAY AND BREAKTHROUGH TO REPLICATE THE TRUE SENSATIONS OF FLIGHT. SEQUENCES. ITS OVER TWENTY TRACKING IN REAL TIME. AND ITS OMNIPRESENT



SPEED. DESPITE MASSIVE 3D DEMANDS, SYSTEM SUPPORTS BOTH BREAKNECK ENVIRONMENTS. WITNESS ITS ABILITY ITS LIGHTNING MULTIPLE MORPH CAMERA ANGLES THAT SCROLL-SHIFT SYMPHONY OF 3D POSITIONAL SOUND.

#### THE NEW 3D CONTROL PAD

ENGINEERED SPECIFICALLY TO INTENSIFY THE NIGHTS EXPERIENCE, SEGA SATURN'S 3D CONTROL PAD ESTABLISHES A NEW BENCHMARK IN SMOOTH AND DYNAMIC OPERATION. IN ANALOG MODE, ITS PULSE-SENSITIVE THUMBPAD ENABLES UNPRECEDENTED MANEUVERABILITY AT BREATHTAKING SPEEDS. SWITCHING TO DIGITAL MODE ALLOWS COMPATIBILITY WITH ALMOST ALL OTHER SEGA SATURN GAMES.

(PLEASE CALL 1-800-USA-SEGA FOR ANY COMPATIBILITY QUESTIONS.)

#### The Benediction

*There's more, of course. But the rest is up to you. So kick off your walking shoes. Say your prayers. And fly. No way you'll sleep. But you'll have wicked good dreams.*

**Nights**  
into dreams...

ONLY ON



SEGA SATURN





October 1996 *TIPS & TRICKS*







new menu items on the screen.

**Super Kick:** Press **B**, **A**, then **B** eight times.

**Invisible Ball:** Hit **Y** three times, **X**, **A** three times, **B**.

**Crazy Ball:** Press **X**, **A**, **B**, **Y**, **B**, **A**, **X**.

**Crazy Curve Ball:** Press **B**, **A**, **R**, **B**, **Y**, **L** to activate. (A ball kicked into the air can be steered wildly with the **L** and **R** buttons.)

**Super Goalie:** Press **A** five times, then **Y** five times.

**Super Offense:** Press **R** five times, **L**, **R**.

**Super Defense:** Press **L** five times, **R**, **L**.

**Dream Team:** Press **A** twice, **B** twice, **Y** twice, **X** twice.

## FINAL FIGHT

*Secret Option Menu*

At the title screen, hold the **L** button and press **START**. You'll get a secret option menu that allows you to change the difficulty and the number of players. There's also a sound test; use the **R** button to hear the sounds and music.

## FINAL FIGHT 2

*"Same Player" Code*

At the title screen, hit **Down**, **Down**, **Up**, **Up**, **Right**, **Left**, **Right**, **Left**, **L**, **R**. The screen turns blue; now both players can pick the same fighter.

## FIREPOWER 2000

*Power Up*

At the beginning of Level 1, steer to the far right to find a yellow container. Blast it open and collect the Bullet tokens to power up.

## THE FLINTSTONES

*See End Credits*

Enter the password "HOAGIE TAKES COLD TREES".

*Invincibility*

Enter the password "MS STONE MAKES WEIRD JELLY".

*Stage Skip*

Enter the password "BARNEY GRABS BLUE TREES". During the game, press **START** to pause, then press **X** to skip to the next stage or press **B** to skip to the end of the game.

## GEORGE FOREMAN'S KO BOXING

*Passwords*

Fight 1—2413-41-14-2133

Fight 2—4231-14-41-1233

Fight 3—1324-14-41-3321

Fight 4—2324-34-14-1323

Fight 5—3243-43-41-1323

Fight 6—4323-34-14-3132

Fight 7—2312-43-41-1233

Fight 8—1441-21-13-4142

Fight 9—4114-11-23-1424

Fight 10—2233-44-21-1224

Fight 11—1112-44-13-1343

Fight 12—2121-31-42-3241

Fight 13—4334-14-34-4432

Fight 14—3443-41-43-2443

Fight 15—1314-24-41-4212

## GRADIUS III

*Extra Credits*

At the title screen, press the **X** button as quickly as you can. You should see the number of credits at the top go up. Press **START** before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code.

*Arcade Mode*

At the Option screen, highlight "Game Level" and rapidly press **A** until you see the game level change to "ARCADE".

*Bonus Areas*

To fly into the bonus area of Stage 2, fly into the section lined with a blue, liquid substance, look for a hole and dive into it. You will enter an area filled with breakable pink orbs. Clear them away and uncover several point-producing devices.

You must destroy all of the guns on the ground before entering the bonus area in Stage 3. Fly close to the low rock ceiling and make your way into the bonus area.

A Moai Statue is the bonus area entrance in Stage 4. Make sure that none of the Power-Ups are highlighted on the bar at the bottom of the screen and fly into the back of the Moai.

*Random Weapon Select*

At the Weapon Select screen, press **Right** on the D-pad to enter Edit Mode. Press **X**, **Y**, **X**, **X**, **Y**, **Y**, **X**, **Y** on Controller 1.

*Demo Mode*

Extend the length of the introductory demo by holding **A** at the title screen. Continue to hold **A**, and you'll also be able to see the entire first stage of the Arcade Mode up to and including the Boss.

*30 Extra Ships*

At the title screen, press and hold **L** and then press **A**, **A**, **START**.

*Full Power-Up*

Press **START** to pause, then press **Up**, **Up**, **Down**, **Down**, **L**, **R**, **L**, **R**, **B**, **A** and **START** to unpaue.

*System Reset*

Hold **L**, **R** and **START**, then press **SELECT** to reset the machine without pressing the **RESET** button.

## HAGANE

*Infinite Continues*

Go to the configuration screen. Highlight the **Music** option and play **9**, **8**, **7**, and **6** in that order.

## HYPER ZONE

*Sound Test*

At the title screen, push and hold both the **L** and **R** buttons. Select any music or sound by pressing **Left** or **Right**, then hitting **A**.

## THE IGNITION FACTOR

*Level Warps*

To start at any stage, hold the **L** or **R** button on Controller 2 when you start the game with Controller 1. Holding **R** will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold **L** to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

*Secret Level*

If you hold both the **L** and **R** buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES.

## IZZY'S QUEST FOR THE OLYMPIC RINGS

*Stage Select*

During the game, press **START** to pause, then press **Left**, **Down**, **Down**, **Left**, **Right**, **Down**. Now press the **RESET** button on the Super NES; when the game returns to the main menu, go to the Option screen to find a new stage-select option.

## JAMES BOND JR.

*Level Passwords*

Level 3: 0007

Level 4: 3675

Level 5: 9025

Level 6: 1813

Level 7: 3353

## JUDGE DREDD

*Stage Select + Energy Gain*

When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: **Left**, **Up**, **X**, **Up**, **Right**, **Y**. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press **Y** and **A** together; you'll get a message that says, "Level Select Activated". Next, press **X** and **B** together to get a message that says "Energy Gain Activated". Now start the game. Notice that whenever you get

injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the **SELECT** button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

## THE JUNGLE BOOK

*Level Select/Cheat Mode*

At the Virgin logo, quickly press **Up**, **Up**, **Up**, **B**, **B**, **Y**, **Y**, **SELECT**, **Up**, **Down**, **Left**, **Right**, **B**, **Up**, **Y**. Now go to the **Start/Options** screen and enter the **Options** menu. You'll find that there is now a level select and a "Cheat" option.

## JURASSIC PARK II

*Infinite Continues*

At the Mission Select screen, press **L**, **L**, **R**, **R**, **L**, **L**, **R**, **R**, **L**, **L**, **R**, **R**, **L**, **L**, **R**, **R**. Now you can continue the game indefinitely.

## KENDO RAGE

*Stage Select*

Press **START** at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press **X**, **Y**, **A**, **B**, **X**, **Y**, **A**, **B**, **START**. The "Special Presents" menu will appear, allowing you to choose your starting stage.

## KILLER INSTINCT

*Boss Code*

Choose Cinder as your character; then, at the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH**, **QUICK KICK**, **FIERCE PUNCH**, **MEDIUM KICK**, **MEDIUM PUNCH** and **FIERCE KICK**. (In the default control configuration, that would be **L**, **R**, **X**, **B**, **Y**, **A**.) You'll hear the announcer say, "Eyedol!" When the fight starts, you'll be playing as the boss.

*Speed Codes*

The Super NES version of *Killer Instinct* has four different "speed" codes that allow you to change the speed of the game. Each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.

Slow Speed: Hold **Left** + **R** + **A** + **B**

Fast Speed: Hold **Right** + **L** + **X** + **Y**

Faster Speed: Hold **Right** + **R** + **A** + **B**

Fastest Speed: Hold **Left** + **L** + **X** + **Y**

*Easy Combo Breakers*

At the "Vs." screen, hold **Down** on the D-pad and press **START**; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

*Stage Select/Music Select*

When choosing a fighter at the character-select screen, hold the D-pad **Up** or **Down** with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows:

**Up+L:** Ice Temple

**Up+R:** Castle Roof

**Up+X:** Ice Sculpture

**Up+Y:** Skull Room

**Up+A:** Desert Roof

**Up+B:** City Roof

**Down+L:** Canyon Bridge

**Down+R:** City Street

**Down+X:** Lava Pit

**Down+Y:** Bloody Arena

**Down+A:** Factory

**Down+B:** Fireplace

**Down+B** (on both controllers): Sky Arena

## KING OF DRAGONS

*Two-Player Same-Character Code*

Press **Down**, **R**, **Up**, **L**, **Y**, **B**, **X**, **A** at the Capcom logo. Now both players can choose the same warrior at the character-select screen.

*99 Continues*

Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press **START** on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on Controller 2 to join in, but don't choose a character yet. Quickly press **START** on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

## KIRBY'S DREAM COURSE

*Change Name*

To change your name without restarting the game, go to the Member screen and highlight the file to be changed. Press **L**, **R** and **A** simultaneously to get to the Name Entry screen.

## KRUSTY'S SUPER FUN HOUSE

*Cheat Password*

Enter the password **\_JOSHUA\_** to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing **L+R** simultaneously.

## THE LAWNMOWER MAN

*Super Cheat Mode*

Press **START** to pause during a game, then press **B**, **R**, **A**, **SELECT**, **SELECT**, **Y**, **A**, **B**, **Y**, **A**, **B**. Next, press **START** to unpaue. Tap the **L** or **R** button repeatedly to play in slow-motion.

*Stage Select*

With the cheat code in place as described above, press **START** during the game and press **A**, **L** while the game is paused. Next, press **START** to unpaue, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.

*Infinite lives*

While the cheat mode is in effect, pause the game with the **START** button, then press **R**, **A**, **SELECT**, **Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced.

*Stage Skip*

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.

## LEMMINGS 2: THE TRIBES

*Sound Test*

At the title screen, point to the knothole in the tree and press **B**. Press **B** repeatedly to hear different tunes.

## THE LOST VIKINGS

*Level Passwords*

Level 02: GR8T

Level 03: TLPT

Level 04: GRND

Level 05: LLMO

Level 06: FL0T

Level 07: TR55

Level 08: PRHS

Level 09: CVRN

Level 10: BBLS

Level 11: VLGN

Level 12: QCKS

Level 13: PHRO

Level 14: CTR0

Level 15: SPKS

Level 16: JMMN

Level 17: TTRS

Level 18: JLLY

Level 19: PLNG





Level 20: BTRY  
Level 21: JNKR  
Level 22: CBLT  
Level 23: HOPP  
Level 24: SMRT  
Level 25: V8TR  
Level 26: NFL8  
Level 27: WKYY  
Level 28: CMB0  
Level 29: 8BLL  
Level 30: TRDR  
Level 31: FNTM  
Level 32: WRLR  
Level 33: TRPD  
Level 34: TFFF  
Level 35: FRGT  
Level 36: 4RN4  
Level 37: MSTR

## MADDEN 96

### Secret Teams

To find a few dozen hidden teams in the Super NES version of *Madden 96*, you'll need to follow some specific instructions. At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen:

'75 Cardinals—Highlight the Cardinals, press A, B, B, A.  
'80 Falcons—Highlight the Falcons, press L, Y, B, R, A.  
'73 Bills—Highlight the Bills, press A, L, A, B, Y.  
'85 Bears—Highlight the Bears, press Y, A, B, A, B, A.  
'81 Bengals—Highlight the Bengals, press R, A, B, A, L, Y.  
'65 Browns—Highlight the Browns, press A, L, L, R, B.  
'78 Cowboys—Highlight the Cowboys, press B, A, A, R, B, Y.  
'77 Broncos—Highlight the Broncos, press B, R, A, Y.  
'62 Lions—Highlight the Lions, press B, A, R, R, Y.  
'67 Packers—Highlight the Packers, press B, A, Y, B, A, L, L.  
'80 Oilers—Highlight the Oilers, press A, R, A, B, Y, A.  
'68 Colts—Highlight the Colts, press B, A, L, B, A, L, L.  
'69 Chiefs—Highlight the Chiefs, press B, L, L, Y, R, A, Y.  
'72 Dolphins—Highlight the Dolphins, press L, R, B, B, B.  
'76 Vikings—Highlight the Vikings, press B, R, A, L, L.  
'85 Patriots—Highlight the Patriots, press R, A, Y, B, A, R, Y.  
'79 Saints—Highlight the Saints, press Y, A, L, L.  
'86 Giants—Highlight the Giants, press L, B, L, A, R, R, Y.  
'68 Jets—Highlight the Jets, press A, R, R, A, Y.  
'77 Raiders—Highlight the Raiders, press B, Y, B, Y, L, A.  
'60 Eagles—Highlight the Eagles, press A, L, L, Y.  
'78 Steelers—Highlight the Steelers, press L, A, Y, B, R.  
'68 Rams—Highlight the Rams, press B, A, R, L, Y.  
'81 Chargers—Highlight the Chargers, press A, Y, R, B, A, L, L.  
'84 49ers—Highlight the 49ers, press B, A, Y, A, R, Y, A.  
'78 Seahawks—Highlight the Seahawks, press A, L, A, R.  
'79 Buccaneers—Highlight the Buccaneers, press Y, A, R, R.  
'82 Redskins—Highlight the Redskins, press L, Y, B, R, L.  
NFLPA Free Agents—Highlight the Panthers, press L, Y, B, R, A, R, Y.  
Tiburon Gotcha—Highlight the Jaguars, press A, Y, B, A, B, Y.  
EA Sports—Highlight the All-Madden team, press B, A, L, L, SELECT.

### 15-Second Quarters

To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len." option, then press Y, A, Y, A, R on either Controller 1 or 2. The quarter length will be set to a mere 15 seconds.

## Super Bowl Win Screen

To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press A, Y, A, Y, L. *Reset Game Stats*  
To access a programmer's secret debugging screen, hold the START, SELECT, L, R and A buttons on Controller 2 while turning the game on. Once you're at the hidden "Gamepak Stats" screen, you can clear the battery-backed memory by pressing Down, B, Y, L and R simultaneously; this will erase all of your records and stats, which is a good way to make your older brother really mad.

## MADDEN NFL '95

### Expansion Teams

Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press L, R, L, R, and A to play as the Jaguars, or press L, R, L, R, and Y to play as the Panthers.

## MAGIC SWORD

### Secret Menu

Highlight the word "EXIT" at the Option menu, hold START+L on Controller 2 and press START on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

## MECHWARRIOR 3050

### Stage Passwords

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.

Mission 1—BMBRMN

Mission 2—65C816

Mission 3—B1GBND

Mission 4—FSPRNG

Mission 5—YHWHX11

### Unlimited Ammo

Enter the password M1R0G3; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.

### Invincibility

You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFL. Now start a game, and you'll see that your 'mech's health meter will never register any damage.

### Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press Down on the D-pad, then A, then X. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

## MEGA MAN VII

### Hidden Versus Mode

Choose the password option from the title screen and enter the password 1 4 1 5 / 5 8 5 / 7 8 2 3 / 6 2 5 1. When all of the numbers/faces are in place, hold the L and R buttons on top of Controller 1 and press START. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players. Mega Man's Arrow Slasher is ↓↘→+Y and his Leg Breaker is ↓↓+B. Bass' Buster Kick is →↓↘+Y and his Sonic Crasher (while jumping) is →→+Y. Both fighters can block by quickly pressing Up twice.

## MEGA MAN X 2

### Diagnostic Test

Hold the B Button on Controller 2 and

turn on the SNES with *Mega Man X 2* installed.

## Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Vioen and Serpes during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stag's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch just as it is done in *Street Fighter II*. That's Forward, Down, Down/Forward and attack.

## METAL COMBAT: FALCON'S REVENGE

### Enter Your Name

At the title screen, press L, A, B, then L again. A "Name Entry" screen will appear, and that's what your partner will call you.

## MICHAEL JORDAN

### CHAOS IN THE WINDY CITY

### Completion Passwords

Cells only: 3K5BGX0DR9X.

Cells and Laboratory only: JGL8PKGHWTS.

Cells and Factory only: TJQ33CDQZZD.

Cells, Laboratory, and Factory: 25Q2Z1ZYRHB.

Cells, Laboratory, and Factory with all captives rescued: TSMMHGBW43D.

## MICKEY MANIA

### Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

## MIGHTY MORPHIN POWER RANGERS

### Passwords

3847—Level 2

5113—Level 3

3904—Level 4

1970—Level 5

8624—Level 6

2596—Level 7

0411—Two-Player Battle #1

1007—Two-Player Battle #2

1212—Two-Player Battle #3

## MIGHTY MORPHIN POWER RANGERS

### THE FIGHTING EDITION

### Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

## MIGHTY MORPHIN POWER RANGERS

### THE MOVIE

### Power-Up Code

At the title screen, press Up, Down, Left, Right, X, B, Y, A; the screen will flash if you've entered the code correctly. Now start the game and you'll see that you will start each level with your Power Ranger suit on instead of having to pick up the lightning bolt icons to earn it.

## MLBPA BASEBALL

### Cheat Passwords

PWRP—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.

PWRHT—activates "Power Hitting." All batters have maximum power on every swing.

ZZNG—activates "Turbo Throwing." This doubles the throwing speed of fielders.

VRRRM—activates "Hyper Running." The running speed of all players is doubled.

RBBR—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.

BRRR—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.

XXXX—"Simulation Mode"; the computer is tougher to beat.

NNTH—Start in the bottom of the ninth with the home team down 4-0.

## MORTAL KOMBAT

### Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down

Johnny Cage—Forward, Forward, Forward, Y

Kano—Back, Down, Forward, B

Rayden—Forward, Back, Back, Back, Y

Sub-Zero—Forward, Down, Forward, Y

Sonya—Forward, Forward, Back, Back, R (Block)

Scorpion—Up, Up (easier if you hold Block)

### Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile.

### Bugs

In the first or second round of a battle, finish your opponent with a projectile attack (fireball, spear, etc.) at the end of the round. When the next round starts, you can throw the same projectile without touching the D-pad by pressing the last button you used to do the move. Set the difficulty level to "Very Easy" and start a one-player game. Allow yourself to be defeated in every match until you reach the Hall of Champions stage. Now the computer character can throw you from any spot, even if they're all the way on the other side of the screen.

Perform Rayden's fatality on the third endurance stage in a one-player game; when Goro appears, he will be silver-colored and flashing.

## MORTAL KOMBAT II

### Endurance Mode

At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four characters. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been chosen, press START to begin the match, a two-player elimination battle.

### Secret Introduction

Hold the L and R buttons on top of Controller 1 while turning on your Super NES with *Mortal Kombat II* plugged in. Continue to hold the buttons down until the Acclaim logo appears. You'll see a special intro.

Note: Each of the following special



codes must be entered *quickly* at the character-select screen.

**Near Invincibility + 1-Hit Opponent "Danger" Mode**

Quickly press **Down, Up, Right, Up, Left+SELECT** at the character-select screen.

**30 Credits**

Quickly press **Left, Up, Right, Down, Left+SELECT** at the character-select screen. Repeat whenever necessary to refill your credits.

**Extra Fatality Time**

Quickly press **Up, Up, Left, Up, Down+SELECT** at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

**Go Directly to Shao Kahn**

Quickly press **Right, Up, Up, Right, Left+SELECT** at the character-select screen.

**Go Directly to Kintaro**

Quickly press **Up, Down, Down, Right, Right+SELECT** at the character-select screen.

**Go Directly to Smoke**

Quickly press **Up, Left, Up, Up, Right+SELECT** at the character-select screen.

**Go Directly to Jade**

Quickly press **Up, Down, Down, Left, Right+SELECT** at the character-select screen.

**Go Directly to Noob Saibot**

Quickly press **Left, Up, Down, Down, Right+SELECT** at the character-select screen.

**Disable Throws**

Immediately after choosing your characters in two-player mode, hold **Down** and **HIGH PUNCH** on both controllers until the match begins.

## MORTAL KOMBAT 3

**Play as Smoke**

At the copyright screen that appears when you first turn the game on, hold **Left** and **A**. When the Williams logo appears, release the buttons and hold **Right** and **B**. When the words "There is no knowledge that is not power" appear, release the buttons and hold **X** and **Y**. Continue to hold the buttons until the MK3 logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Smoke is now a playable character in the one- and two-player modes.

**Tournament Mode**

At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an endurance match. Hold **Up** and press **START** for a random selection of all eight characters.

**Sound Test**

At the main menu, press **A, Y, B, X**. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

**"Kool Stuff" Menu**

At the main menu, press **Up, Up, Down, Down, Left, Right, A, B, A**. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

**"Kooler Stuff" Menu**

At the main menu, press **SELECT, A, B, Right, Left, Down, Down, Up, Up**. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

**"Scott's Stuff" Menu**

At the main menu, press **X, B, A, Y, Up, Left, Down, Right, Down**. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes,

including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

## NBA GIVE 'N GO

**Super Difficulty Level**

At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You'll hear the sound of a basketball bouncing off the rim. Now access the options menu to find a fourth—extremely challenging—difficulty level called "S".

## NBA JAM

**Special Guest Players**

To access the game's secret characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter **MJ**, highlight **T**, hold **START** and **R** and press **A**.

Sal DiVita: Enter **SA**, highlight **L**, hold **L** and **R** and press **X**.

Jamie Rivett: Enter **RJ**, highlight **R**, hold **START** and **R** and press **X**.

Bill Clinton: Enter **AR**, highlight **K**, hold **START** and **L** and press **X**.

Al Gore: Enter **NE**, highlight **T**, hold **L** and **R** and press **A**.

Dan "Weasel" Feinstein: Enter **SA**, highlight **X**, hold **L** and **R** and press **X**.

Asif "Chow-Chow" Chaudhri: Enter **CA**, highlight **R**, hold **L** and **R** and press **X**.

Tom "Scruff" Rademacher: Enter **RO**, highlight **D**, hold **START** and **R** and press **X**.

Eric "Kabuki" Kuby: Enter **QB**, highlight **■** (the space character), hold **START** and **L** and press **X**.

Eric "Air Dog" Samulski: Enter **AI**, highlight **R**, hold **START** and **L** and press **X**.

Warren Moon: Enter **UW**, highlight **■** (the space character), hold **START** and **R** and press **A**.

George "P-Funk" Clinton: Enter **DI**, highlight **S**, hold **START** and **L** and press **A**.

**Secret Power-Ups**

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects. Shot Percentage Indicator: Press **A**, then press and hold **A, B** and **Down** until the tip-off.

"Juice Mode": Press **A**, then press and hold **B** and **X** until the tip-off.

Power-Up Intercept: Rotate the **D-pad 360°** and press the **B** button 15 times.

Power-Up Defense: Press **A** four times, then press it again and hold it down until the tip-off.

Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **Y** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B, Y** and **Up** until the tip-off.

Power-Up Dunks: Rotate the **D-pad 360°** and press the **B** button 13 times.

## NBA JAM TOURNAMENT EDITION

**Secret Character Initial Codes**

Suns Gorilla (team mascot): Highlight **"G"**, press **A**; highlight **"O"**, hold **START** and press **B**; highlight **"R"**, hold **START** and press **B**.

Benny (team mascot): Highlight **"B"**, hold **START** and press **B**; highlight **"N"**, press **A**; highlight **"Y"**, hold **START** and press **Y**.

Hugo (team mascot): Highlight **"H"**, press **A**; highlight **"G"**, hold **START** and press **Y**; highlight **"O"**, hold **START** and press **A**.

Crunch (team mascot): Highlight **"C"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **B**; highlight **"N"**, press **A**.

Bill Clinton: Highlight **"C"**, hold **START** and press **A**; highlight **"I"**, press **A**; highlight **"C"**, hold **START** and press **B**.

Hilary Clinton: Highlight **"H"**, press **A**; highlight **"C"**, hold **START** and press **B**; highlight **■** (the space character), press the **A** button.

Prince Charles: Highlight **"R"**, hold **START** and press **B**; highlight **"O"**, hold

**START** and press **A**; highlight **"Y"**, press the **A** button.

Heavy D: Highlight **"H"**, hold **START** and press **A**; highlight **"V"**, press **A**; highlight **"Y"**, hold **START** and press **B**.

Jazzy Jeff: Highlight **"J"**, hold **START** and press **Y**; highlight **"A"**, hold **START** and press **A**; highlight **"Z"**, hold **START** and press **A**.

Fresh Prince: Highlight **"W"**, hold **START** and press **Y**; highlight **"I"**, hold **START** and press **B**; highlight **"L"**, press **A**.

Larry Bird: Highlight **"B"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **Y**; highlight **"D"**, hold **START** and press **A**.

Frank Thomas: Highlight **"S"**, hold **START** and press **B**; highlight **"O"**, press **A**; highlight **"X"**, hold **START** and press **A**.

Randall Cunningham: Highlight **"P"**, press **A**; highlight **"H"**, hold **START** and press **A**; highlight **"I"**, hold **START** and press **Y**.

Mike D: Highlight **"M"**, hold **START** and press **Y**; highlight **"K"**, press **A**; highlight **"D"**, hold **START** and press **Y**.

AdRock: Highlight **"A"**, press **A**; highlight **"D"**, hold **START** and press **Y**; highlight **"R"**, hold **START** and press **B**.

MCA: Highlight **"M"**, hold **START** and press **B**; highlight **"C"**, hold **START** and press **B**; highlight **"A"**, press **A**.

Mark Turmell: Highlight **"M"**, hold **START** and press **A**; highlight **"J"**, press **A**; highlight **"T"**, hold **START** and press **A**.

Jamie Rivett: Highlight **"R"**, press **A**; highlight **"I"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **Y**.

Sal DiVita: Highlight **"S"**, hold **START** and press **A**; highlight **"A"**, hold **START** and press **Y**; highlight **"L"**, press **A**.

Shawn Liptak: Highlight **"S"**, press **A**; highlight **"L"**, hold **START** and press **B**; highlight **■** (the space character), hold **START** and press **B**.

Tony Gaskie: Highlight **"T"**, hold **START** and press **B**; highlight **"W"**, press **A**; highlight **"G"**, hold **START** and press **A**.

John Carlton: Highlight **"J"**, hold **START** and press **Y**; highlight **"M"**, hold **START** and press **Y**; highlight **"C"**, hold **START** and press **B**.

Jay Moon: Highlight **"J"**, press **A**; highlight **"A"**, hold **START** and press **A**; highlight **"Y"**, hold **START** and press **B**.

Kirby: Highlight **"C"**, hold **START** and press **B**; highlight **"K"**, press **A**; highlight **■** (the space character), hold **START** and press **Y**.

Snake: Highlight **"G"**, hold **START** and press **A**; highlight **"O"**, hold **START** and press **Y**; highlight **"F"**, hold **START** and press **B**.

Falcons: Highlight **"J"**, hold **START** and press **A**; highlight **"F"**, press **A**; highlight **■** (the space character), hold **START** and press **Y**.

Musket: Highlight **"M"**, hold **START** and press **B**; highlight **"C"**, hold **START** and press **B**; highlight **"M"**, hold **START** and press **Y**.

Hill: Highlight **"N"**, hold **START** and press **A**; highlight **"D"**, hold **START** and press **B**; highlight **"H"**, hold **START** and press **A**.

Chow Chow: Highlight **"A"**, press **A**; highlight **"M"**, hold **START** and press **A**; highlight **"X"**, hold **START** and press **Y**.

Weasel: Highlight **"R"**, hold **START** and press **B**; highlight **"A"**, hold **START** and press **A**; highlight **"Y"**, hold **START** and press **Y**.

Brutah: Highlight **"L"**, hold **START** and press **A**; highlight **"G"**, hold **START** and press **B**; highlight **"N"**, press **A**.

Kabuki: Highlight **"D"**, press **A**; highlight **"A"**, hold **START** and press **B**; highlight **"N"**, hold **START** and press **A**.

Facime: Highlight **"X"**, hold **START** and press **B**; highlight **"Y"**, hold **START** and press **B**; highlight **"Z"**, hold **START** and press **A**.

Blaze: Highlight **"B"**, hold **START** and press **Y**; highlight **"L"**, press **A**; highlight **"Z"**, hold **START** and press **Y**.

Kid Silk: Highlight **"K"**, press **A**; highlight **"S"**, hold **START** and press **B**; highlight

**"K"**, hold **START** and press **Y**.

Scooter Pie: Highlight **"H"**, hold **START** and press **A**; highlight **"T"**, press **A**; highlight **"P"**, hold **START** and press **Y**.

Moosekat: Highlight **"M"**, hold **START** and press **B**; highlight **"P"**, hold **START** and press **Y**; highlight **"F"**, press **A**.

Air Dog: Highlight **"A"**, hold **START** and press **Y**; highlight **"I"**, press **A**; highlight **"R"**, hold **START** and press **B**.

**Secret Power-Ups**

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right**

Max. Power: **Right, Right, Left, Right, B, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**

Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks: **Left, Right, A, B, B, A**

Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, Left, A, B**

Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, Down**

Speed Up: **Up, Up, Up, Up, Left, Left, Left, Left, A, A**

Slippery Court: **A, A, A, A, A, Right, Right, Right, Right**

## NFL QUARTERBACK CLUB

**Secret Teams**

Each of the following codes works at the main menu; after entering the code, go to the NFL Play mode and select a pre-season game. The secret teams will be included in the list of available teams.

Jaguars/Panthers: **Up, Down, X, Y, Left, Up, B, A, Down, Y**

All-Pro teams: **B, Up, Left, A, X, Right, Up, B**

Acclaim/Iguana teams: **Y, A, X, Y, Down, B, Left, Y, Up, Right**

## NHL '94

**Password**

Play in the Stanley Cup Finals as the LA Kings (vs. Montreal): **BJFC1CCM1XX9VJDG**

## THE NINJA WARRIORS

**Stage and Area Select**

Wait for the words "PUSH START" to flash on the title screen, then hold **X** and **Y** and press **A, B, A, A, A, A, B, B, B, A, B, A, B, A, B, A, B**. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

**Music Test**

Also at the title screen, wait for the words "PUSH START" to appear, then hold the **L** and **R** buttons on top of the controller and press **START**.

## OGRE BATTLE

**Secret Area**

To get to the secret battle in Dragon's Haven, begin a new game and enter **FIRESEAL** as your name. You must answer seven questions before beginning the game.

## ON THE BALL

**Passwords**

Switch Balls: **GFXJF**  
Change Gravity: **ZLJPJ**  
Sound Test: **NRRLP**  
Best Time: **ZNGGX**









## SHAQ FU

*Choose Any Character in Story Mode*  
At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press **Up, Down, B, Left, Right, B**. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

### Secret Background

At the Options screen, quickly press **Up, Right, B, Down, Left, B**. The screen will flash yellow. Next, in the Duel mode, press **X+B** simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

### Blood Code

At the title screen, quickly press **Y, X, B, A, L, R**. The screen will flash red; now there's blood in the game.

## SHIEN'S REVENGE

### 30 Continues

At the title screen, press **SELECT** seven times on Controller 2.

### Special Game

To play special game which allows the second player to control the bosses, hold **L** and **R** on Controller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

### Seven Special Weapons

Press **START** seven times on Controller 2 when the title screen appears.

### Super Easy Mode

At the title screen, press the **L** button seven times on Controller 2.

### Super Hard Mode

At the title screen, press the **R** button seven times on Controller 2.

## SIMANT

### Drop Kitty

In the Full Game, select the Graph Icon and press **A**. Select the House option and press **A**. If the cat appears on the fence while you are on the House screen, point the cursor at it, then press **A** to watch the cat freak out and fall off the fence.

## SIMEARTH

### Scenario Select

At the main menu, highlight "Scenario", hold **L, R** and **Y**, then press **A** to go to a stage-select menu. Choose any of the eight scenarios and press **START** to begin.

## SKULJAGGER

### Secret Fantasy Zones

To get to the Secret Fantasy Zone at Chapter 2, Area 1, at the start of the game go towards the right and climb down the first ladder. Continue towards the right again and go down the green rope. Get yourself on the top of the red crate, press **Down**, then **R**.

To get to the Secret Fantasy Zone of Chapter 2, Area 2, walk to the right and go down the ladder at the start of the game. Go to the right and get yourself down the green rope. Go to the left pf the purple crate and stand on top of it. Jump up three times, then press the **L** Button.

To reach the Secret Fantasy Zone of Chapter 2, Area 3, go to the right of Area 3 and get on top of the third chimney. Press **Down** and then press **R**.

To get to the secret ending of Chapter 2, do not touch the large blue emerald at the end of Area 2. Instead, go to the left and go down the first ladder and then continue down the first green rope. Drop down the first hole located at the left. Stand in front of the first porthole and press the **Y** button.

## SPIDER-MAN

### Level Select

After Spidey swings in and lands on the

building on the title screen, press **Y, A, X, B, A, Right, Left**.

## STAR FOX

### Polygon-View Mode

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

### CONTROLLER ONE:

**Left and Right**—Rotate object horizontally

**Up and Down**—Rotate object vertically

**L button**—Zoom in

**R button**—Zoom out

**X button**—Stop rotation

**A button**—Hold button down to "draw" with object; release button to clear screen

### CONTROLLER TWO:

**Up, Down, Left, Right, SELECT, START, Y or B**—Change to a different object

### Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

## STAR TREK: STARFLEET ACADEMY

### Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down **L, R, SELECT** and enter the code **A, Y, B, Y** at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

### Choose Playtester Names

At the "New Cadet Registration" screen, hold down **L, R, SELECT** and enter the code **X, Y, X, Y** to select the name of one of the game's playtesters.

### Choose Star Trek Series Names

After you have entered the **X, Y, X, Y** code at the "New Cadet Registration" screen, hold down **L, R, SELECT** again and punch in **A, B, A, B**. Now you can play as James T. Kirk or any of the rest of them.

### Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes **X, Y, X, Y** and **A, B, A, B** while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing **SELECT**. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

### Passcodes

### Freshman Year

Mission 101: XXXRXXRYXRYL

Mission 102: XXXRAXLXRYL

Mission 103: XXXRLYAXRYX

Mission 104: XXXRYAXXRYL

Mission 105: XXXRBAXLXRYA

### Sophomore Year

Mission 201: XXXRRXYRXYB

Mission 202: XXXLXXABXYA

Mission 203: XXXLXAYAXYYA

Mission 204: XXXLLYAXYYX

Mission 205: XXXLYAXLXYA

### Junior Year

Mission 301: XXXLBXYRYLXX

Mission 302: XXXLRXYRYLXR

Mission 303: XXXBXXALYLB

Mission 304: XXXBAYAYLXA

Mission 305: XXXBLYAXYLXX

### Senior Year

Mission 401: XXXBYXYRYBYL

Mission 402: XXXBBXABYBYA

Mission 403: XXXBRYAYBYX

Mission 404: XXXAXYYAYBYA

Mission 405: XXXAAYAYBYB

### Final Exam

Mission 000: XXXALAXRYBY

## STREET COMBAT

### 50 Extra Credits

At the Option screen, highlight the "Credit" option and press **SELECT** 10 times.

## STREET FIGHTER II

### Character Vs. Same Character

As the Capcom logo is starting to appear at the start of the game, quickly press **Down, R, Up, L, Y, B**. You'll hear a sound to confirm the code; now both players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen; this previously-inaccessible tune is the song that plays at the end of the game.

### Character Vs. Same Character/Same Color

Select a one-player game and don't choose any character. After a few seconds, the computer will choose Ryu. When the match begins, press **START** on Controller 2 and choose Ken, then let the timer run out for four rounds for a "draw game." When the "Continue" screen appears, press **START** on Controller 2 and choose Ken to play against a same-color Ken. If you start this trick on Controller 2, let the computer pick Ken, then interrupt with Controller 1, pick Ryu for the "draw game" and pick Ryu on Controller 1 when you continue; you'll fight a same-color Ryu.

### Configuration Screen

If you're in the middle of a game and you want to change the controller button configuration, just hold the **SELECT** button while the world map is on the screen before your next match.

### Remove Energy Bars

Select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

## STREET FIGHTER II TURBO

### Disable Special Moves—Player One

Press **Down, R, Up, L, Y, B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled when playing in the one-player mode.

### Extra Turbo Speed

Press **Down, R, Up, L, Y, B** on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode.

### Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press **Down, R, Up, L, Y, B** on Controller 2. You'll get access to a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

## STREET RACER

### Modify Character Abilities

Start a new game and choose any game mode. At the Driver Select screen, press **X, Y, X, Y, X, Y**, then hold the **X** Button. Continue holding **X** and use the **D**-pad to change your driver's abilities.

## STUNT RACE FX

### Control the Pause Animation

Press **START** to pause the game. When the pause animation appears, press the **R** button to put the animation in slow motion. Press **Y** to speed up the car in the animation or press **SELECT** to run it backwards.

### Change Views

Start a game in any mode. Press **START** to pause. Press **SELECT** and the car in the pause animation will go backward. Then press **L, R, L, R, L, R, L, R**. Unpause the game, and you'll have a new view.

### Race Against the Computer in 2-Player Mode

Start a normal two-player game and select both vehicles. Don't mess with Controller 2. When the race begins, if nobody touches Controller 2 for three seconds, the computer will automatically race against you.

### Warp

Select the "Free Trax" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race FX." When under the sign, press **Jump** to warp to the upper part of the "White Land" course.

## SUNSET RIDERS

### Extra Continues

Start a one-player game. When you run out of continues, before your last man dies, press **START** on controller 2. You can keep playing as Player Two with a full set of continues.

## SUPER BATTLETANK: WAR IN THE GULF

### Pause Cheat

Fire your machine gun at any target and press the **START** button to pause at the exact moment that the target is being hit. The target will continue to flash while the game is paused; within a few seconds it will be destroyed. Once you master the timing of this trick, it is possible to destroy an enemy tank with a single bullet.

## SUPER BOMBERMAN

### Tiny Bomberman Mode

Enter "5656" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bomberman have been reduced to microscopic size.

### Passwords

#### Stage 1

Part 1: 5555

Part 2: 7503

Part 3: 5543

Part 4: 0513

Part 5: 5522

Part 6: 7564

Part 7: 3535

#### Stage 2

Part 1: 0055

Part 2: 4005

Part 3: 0043

Part 4: 5012

Part 5: 7024

Part 6: 5064

Part 7: 0034

#### Stage 3

Part 1: 5453

Part 2: 7402

Part 3: 3444

Part 4: 0412

Part 5: 2423

Part 6: 0464

Part 7: 4434

#### Stage 4

Part 1: 6154

Part 2: 4103

Part 3: 7144

Part 4: 5114

Part 5: 1122

Part 6: 4164

Part 7: 0135



## Stage 5

Part 1: 5252  
Part 2: 7204  
Part 3: 5244  
Part 4: 6213  
Part 5: 4224  
Part 6: 1264  
Part 7: 3232  
Stage 6  
Part 1: 0652  
Part 2: 3605  
Part 3: 7645  
Part 4: 5615  
Part 5: 7623  
Part 6: 4665  
Part 7: 1635

**SUPER BOMBERMAN 2***Full-Power Stage Passwords*

Stage 1: 1111  
Stage 2: 5462  
Stage 3: 6763  
Stage 4: 8784  
Stage 5: 6925

*Change Character Colors*

At the player-select screen in a multi-player game, you can press the **SELECT** button to change your character to one of several different colors.

*Sudden Death Mode*

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

*Activate Jump Feature*

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game.

**SUPER BUSTER BROS.***Level Select*

Press **START** at the title screen; then, when the "Select Game" screen appears, press **L, R, L, Up, Down**. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press **START**.

**SUPER CONFLICT***Mission Select*

At the scenario map (with the jeep,) hold **L** and **B**, then **X** and **Y**. While holding, release the **X**, then hold it again. Release all buttons, then move the jeep up to the unlit area. Press **L** and **B** to light the new area.

**SUPER GHOULS 'N GHOSTS***Stage Select and Sound Test Screen*

From the option screen, move the cursor to "Exit", hold **L** and **START** on Controller 2 and press **START** on Controller 1.

**SUPER MARIO KART***Character Shrink*

To handicap your character in the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink. A "shrunk" character will be flattened if he or she comes into contact with any other driver.

*Replay Rotation*

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the **L** and **R** buttons.

*2nd Player 1P Mode*

Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the bottom half of the screen.

*Ghost Racer Save*

When you have a ghost that you'd like to save, hold **L, R** and **Y** at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press **X**. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against

him or her, choose that course and hold **L** or **R** while pressing **B** when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

*Hidden Courses for Time Trial/2P Match Race*

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press **L, R, L, R, L, R, R**. Then press **A**, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

*Extra Credits*

To earn extra credits, finish three races in the exact same position.

*Shortcuts*

In Ghost Valley 1, head straight for the wall when you see the platform across the gap. If you have a feather, press **A** to use it just before you hit the wall and you will make the jump.

In Vanilla Lake 2, cross the finish line, line up next to it and drive straight for the water. Just before going into the drink, press **L** or **R** to get a good jump. Drive as far out into the water as you can, then turn left before the Fishing Lakitu gets you. Earn an extra lap when you cross the Finish Line while the Lakitu has you.

**SUPER MARIO WORLD***Freeze and Collect*

Enter a course that you have already completed and go up to a Berry above Yoshi's mouth. Release the item by pressing **SELECT** and have Yoshi jump and eat the Berry and the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press **START** and **SELECT** to exit.

*Extra Invincibility*

To earn eight 1-Ups in Donut Secret 2, climb the vine that is near the beginning of the course and release a Starman at the top. Drop down to the floor and collect the Starman before it falls into a hole. With the invincibility of the Starman, run to the block at the end of the course. If you're still invincible when you hit the block, you'll release another Starman. Collect it for extra invincibility.

**SUPER MARIO WORLD 2***Yoshi's Island**Bonus Stage Menu*

At the map screen, hold the **SELECT** button and press **X, X, Y, B, A**. A top-secret menu of bonus games will appear, including a pair of two-player games.

**SUPER NOVA***Boss Mode*

When the Taito logo appears, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

**SUPER PUNCH-OUT!!***Sound Test*

When the Nintendo logo appears at the start of the game, hold the **L** and **R** buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

**SUPER PUTTY***Stage Skip*

Press **START** to pause the game, then press **R, A, L, L, Y**. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

**SUPER R-TYPE***Stage Select*

First, select your playing level; then, when the title screen with the option selection on it appears, press and hold **R** (on top of the controller) and **A** at the same time. Now press **Up** nine times. Press **START** to begin play, then press it

again to pause. Once you've paused the game, press **R + A + SELECT**. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty.

*Power-Up Code*

At the title screen, press **Down, R, Right, Down, Right, Right, Down, Right, Down, Down**. Start the game, press **START** to pause and press **R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, Right**. Select Power-Ups by pressing **A** for Sky Attack Laser, **B** for Ground Attack Laser, **X** for Reflect Laser, **Y** for Spread Laser or **R** for Shot Gun Bomb. Next press either **A** for Homing Missile or **X** for Spread Bomb.

**SUPER SLAP SHOT***Change Team Skills*

Enter the password ".BR. C.D. BR." and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press **Up** or **Down** to highlight any skill of either team, then press **Left** or **Right** to change that skill rating.

*Inverted Players*

Enter the password ".SCH. R" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Start the game, and the players will be skating upside-down.

**SUPER SMASH T.V.***Sound Test*

On the one/two player select screen, press **Left, Right, Left, Left, Right**, to call up the sound test screen. Press the **START** button to exit.

*Up to Seven Lives and Seven Continues*

On the one/two player select screen, press **Down, Left, Right, Up**. You'll enter a screen where you can set the amount of lives and continues you have at the beginning of the game. You can have from three to seven lives, and from four to seven continues.

*Secret Rooms*

There are three secret rooms, one in each of the three arenas. The secret rooms aren't shown on the map, and the exit lights won't point to them. Arena 1: Clear the room "Total Carnage" (in the lower right corner of the map). Run through the door on the right.

Arena 2: Clear the room "Buffalo Herd Nearby!" (in the lower right corner). Run through the door on the right.

Arena 3: Clear the room "Secret Rooms Nearby!" (in the lower right corner). Run through the door on the right.

*Pleasure Dome*

You have to collect 10 keys to enter the Pleasure Dome. When you clear the room "Have Enough Keys!" (near the end of the game), run through the door at the bottom of the screen.

**SUPER STAR WARS***Sound Test + Screen Codes*

During the game, press and hold **Y, X, B, A** simultaneously; while holding these, press **START** to enter the sound test screen. Press **START** again to go back to the game. Return to the sound test by executing the same trick. You'll notice that the words under **SOUND TEST** have changed. Repeat this trick several times until you've revealed the following two codes: **X, B, B, A, Y** for five continues and **Y, Y, X, X, A, B, X** for the light saber. Enter these codes at the title screen as described under "Debug Menu" below.

*Debug Menu*

Move the cursor to "OPTION MENU" at the title screen and press **A, A, A, A, X, B, B, B, Y, X, X, X, X, A, Y, Y, Y, B**—listen for the shout of a Jawa to confirm the code. Choose your starting character and begin the game; then, during the action, press **L** and **R** on controller two to call up the "Game Debug Menu."

*Invincibility/Map Mode*

With the "Game Debug Menu" on the screen, hold **A, B, X, Y, SELECT** and **START** on Controller 2 and press **START** on Controller 1. Release all the buttons, and you'll start the game with your character's **X** and **Y** coordinates displayed on the screen. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously).

**SUPER STAR WARS***THE EMPIRE STRIKES BACK**Change Intro*

When the Menu Screen first appears, press **Y** four times. If you hear Darth Vader say, "Impressive" press **START**. Wait for the *Star Wars* logo to fade, then use the **D**-pad and **L** and **R** buttons to rotate or scroll the introduction. You can also move the Star Destroyer around the screen.

*Sound Test*

When you're on any of the side-scrolling stages, press and hold, in order, **A, B, X**, and **Y**.

**SUPER STAR WARS***RETURN OF THE JEDI**Extra Continues*

At the title screen, quickly press **A, B, A, Y, A** and **X** to receive four extra continues.

*Warp to Ending*

Quickly press **A, B, A, B, A, B, A, B** at the title screen to go directly to the end credits.

*"Easy" Level Passwords*

Tattoine: RLQOMN  
Jabba's Hall: ZJLMRJ  
Jabba's Palace: LZLKFJ  
Rancor Pit: VTYMZX  
Sail Barge: QZNFMP  
Inside Barge: VKCDFD  
Speeder Bike: ZCTKFC  
Ewok Village 1: QYXYHB  
Ewok Village 2: LFWLTQ  
Endor: DQQKGH  
Millennium Falcon: CPMRZY  
Power Generator: CDWLTY  
Inside Death Star: BPFZQ  
Millennium Falcon: RMNVLC  
Tower: RVKFKG  
Tower Entrance (Vader): VOXDQJ  
Emperor's Chamber: HLQMVJ  
Millennium Falcon 1: VQJGWF  
Millennium Falcon 2: ZZSTXZ  
"Brave" Level Passwords  
Tattoine: BGFSMH  
Jabba's Hall: JVPJHP  
Jabba's Palace: VDLBGG  
Rancor Pit: MKYXVN  
Sail Barge: LBRHFR  
Inside Barge: GPTDZC  
Speeder Bike: DDDQYZ  
Ewok Village 1: TLVHFT  
Ewok Village 2: NVBJJH  
Endor: GRMJYX  
Millennium Falcon: ZKQHOD  
Power Generator: WCBMKS  
Inside Death Star: KXVZZD  
Millennium Falcon: BWGPHZ  
Tower: MKZYDP

Tower Entrance (Vader): KHWKCB  
Emperor's Chamber: WDSMNN  
Millennium Falcon 1: QWYXGN  
Millennium Falcon 2: BGSWLD  
"Jedi" Level Passwords  
Tattoine: RRSBTS  
Jabba's Hall: YQYHJN  
Jabba's Palace: ZPNKKZ  
Rancor Pit: BZGBJX  
Sail Barge: MSDZZR  
Inside Barge: XXVPBG  
Speeder Bike: CQQBKP  
Ewok Village 1: XNHPFS  
Ewok Village 2: KQMLXP  
Endor: MFWHQM  
Millennium Falcon: VCYNNP  
Power Generator: BPSDVS  
Inside Death Star: DSFYGD  
Millennium Falcon: NJHPHL  
Tower: BZCBCE  
Tower Entrance (Vader): VGKSNJ  
Emperor's Chamber: PPNZNY  
Millennium Falcon 1: CQKQMX  
Millennium Falcon 2: TXQLTM



## SUPER STRIKE EAGLE

**Mission Passwords**  
 Libya Day: 066F87FH  
 Libya Night: 062H869D  
 Gulf War Day: CCGG4724  
 Gulf War Night: 90B68G8C  
 Korea Day: 057F4902  
 Korea Night: HF3H09H8  
**Bonus Secret Mission**  
 Enter the password G6CH4228 to find an extremely difficult hidden mission in *Super Strike Eagle*. You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

## SUPER TENNIS

**Don J Password**  
 K8XD3HR—FTLWJPC  
 2GNYBQ1—4065C6P  
 DJSTK8X—D3HRFTL  
 WJPPDLW—1RK  
 Don J is located on a secret island you can't see on the world map.  
**Exhibition Tournament Password**  
 PC2GNYB—Q140065C  
 TLWJPC2—GNYBQ14  
 6PDJSTK—8XD3HRF  
 065QJNM—FTW  
**Super Player**  
 Highlight the name of any character at the Player Select screen, then grab Controller 2 and press L, L, L, L, X, R, R, R, R, R, R, X. You'll hear the music change; now your player is powered-up.

## T2: THE ARCADE GAME

**Stage Skip**  
 At the title screen, press Left, Up, Right, Up, Left, Left, Left, Right, Down, Down before the High Score screen appears. Then, on the High Score screen, press Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up. Now you can skip to the end of any stage like so: Pause the game, hold the L button, unpause.

## TAZ-MANIA

**Ten Continues**  
 Press B, A, Y, A, X, A at the "OPTIONS" menu.  
**20 Continues**  
 Press Y, X, B, X, A, X, L, R, B, A, Y, A, X, A at the "OPTIONS" menu.  
**Stage Select**  
 Press A, Y, A, Y, X, Y, B, A, R, L at the "OPTIONS" menu.

## TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

**Use Ultimate Attack in Story Battle Mode**  
 At the title screen, enter the following code on Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X. Now you can do "Ultimate Attacks" against the computer in Story Battle mode.  
**10 Credits**  
 Use Controller 2 at the title screen and tap in B, B, B, A, A, A, X, X, X, X, X, X, X. Now go to the Option Menu using Controller 1 and you'll see that a 10-credit selection can now be made.  
**Boss Code**  
 Press X, Up, Y, Left, B, Down, A, Right, X, Up on Controller 2 at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing Right while Shredder is highlighted (or by pressing Left while Leo is highlighted).  
**Hyper Speed Mode**  
 Press Up, Up, Down, Down, Left, Right, Left, Right, B, A on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

## THUNDER SPIRITS

**Extra Continues**  
 You can gain up to 99 continues if you press the B button rapidly at the title screen. You must press the button extremely fast; you'll hear a laserlike

sound each time an additional credit is registered. Repeat as often as you like each time the demo returns to the title screen—the credits will continue to add up—but don't go over 99 credits or the counter will reset and you'll have to start the process over.

## THE TICK

**Stage Select**  
 At the Option screen, set your Lives to seven, your Continues to four and your Arthurs to two. Go to the Test Sound option and set it for Teleport, then press START. Begin a new game, pause game, then press SELECT to bring up the Stage Select.

## TINY TOON ADVENTURES BUSTER BUSTS LOOSE!

**Passwords**  
 Level 2: Little Beeper, Montana Max, Elmyra  
 Level 3: Gogo, Shirley the Loon, Sweetie  
 Level 4: Bookworm, Plucky, Babs  
 Level 5: Montana Max, Babs, Sweetie  
 Unlimited Continues: Plucky Duck, Babs Bunny, Bookworm  
 Play Any Bonus Game: Elmyra, Shirley the Loon, Calamity Coyote

## TOM AND JERRY

**99 Lives**  
 Press START during the game to pause, then press L, Y, B, B, A, X, Y, B, R. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.  
**Stage Skip**  
 Press START to pause the game, then press L, X, A, Y, Y, B, R. You'll be warped instantly to the end of the current stage.

## TOTAL CARNAGE

**Hidden Voices**  
 Enter your name as YAWDIM at the High Score screen, then press Right to find a secret screen. Press any button to hear the secret voices.

## TOY STORY

**Invincibility + Stage Skip**  
 In the game's first level ("That Old Army Game"), walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the bottom drawer. When you're standing on the bottom drawer, hold Down on the D-pad for about six seconds. You'll see Woody's health star begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit START during the game, then press the SELECT button while the game is paused. You'll be warped instantly to the end of the current stage.

## TRUE LIES

**Cheat Codes**  
 Each of the following cheats works at the password screen; just enter the password, highlight END and press any button; the word "Authorized" should appear if you've entered the code correctly.  
 BGLVS—Infinite lives  
 BGGRLY—Infinite Energy  
 BGWPNS—Infinite Weapons  
 MNCHT—Stage Select

## TUFF E NUFF

**Boss Code**  
 Choose "START" from the title screen. At the scenario-select screen, press Left three times, Right three times, Left seven times. "Vs. CPU" should be the highlighted option. Press START and a new menu appears in the "Vs.

CPU" mode, giving you full "boss" access.

To play as boss characters in the two-player mode, enter the code as described, then push the RESET button on your SNES. Return to the scenario-select screen and press Right three times, Left three times, Right seven times. "1P vs. 2P" should be the highlighted option. Press START to get "boss" menus for both characters.

## VORTEX

**Cheat Passwords**  
 Infinite Ammo—WSVTQ  
 Invincibility—HVZSM  
 Infinite lives—JTTSJ  
 Level switch—CTGXF

To use Level Switch, start a regular game. Instead of going to the first stage, press Up or Down on the D-pad to change your starting level.

## WING COMMANDER

**Cheat Code**  
 At the title screen, press B, A, B, Y, B, Y, L, A, R, A and START. Then, at the options menu, choose any missions from the 13 areas. This code enables you to become invincible as well as giving you a sound test.

## WOLFENSTEIN 3-D

**Level Select**  
 While holding the R button on top of the controller, turn on the SNES (or reset the console). Continue to hold R until B.J. appears on the screen with the mini-gun, then immediately press Up and SELECT simultaneously. The level select screen should then appear.

**Extra Weapons, Ammo, and Keys**  
 Press R, Up, B, A quickly at the Map Screen. Use this as many times as you want to resupply.

**God Mode**  
 Press B, Up, B, A quickly at the Map Screen to become invincible.

**Full Level Map**  
 Press A, A, Up, B quickly at the Map Screen. Hit START to exit the Map Screen, then press START again see the whole level, including secret rooms.

**Level Skip**  
 Press Up, B, R, B quickly at the Map Screen; you'll be sent to the end of the current stage.

## WWF RAW

**Change abilities**  
 At the Character Select screen, highlight any one of the wrestlers. Press the SELECT button, then enter the wrestler's code as shown below; you'll be able to change that wrestler's stats.  
 123 Kid: Press Up/Left, A and START simultaneously  
 Bam Bam Bigelow: Press A, Y and START simultaneously  
 Diesel: Press Down, A, Y and START simultaneously  
 Doink: Press Left, A, Y, and START simultaneously  
 Bret Hart: Press Down/Left and START simultaneously  
 Owen Hart: Press Up, A, Y and START simultaneously  
 Lex Luger: Press Down/Right and START simultaneously  
 Shawn Michaels: Press Down/Left, A and Y simultaneously  
 Razor Ramon: Press Left, A and Y simultaneously  
 Undertaker: Press Right, Y and START simultaneously  
 Luna Vachon: Press Up/Right and A simultaneously  
 Yokozuna: Press Up, A and Y simultaneously

## WWF ROYAL RUMBLE

**Super Punch**  
 At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the B button and press Y as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the

game and you'll find that your wrestler has been equipped with a **Super Punch** that reduces your opponent's health meter by half.

**Character vs. Same Character**  
 At the character-select screen, tap the L button (on top of the controller) to make the WWF logo in the background stop moving. Next, press and hold the R button, then press and hold the L button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press the SELECT button. The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

## X-KALIBER 2097

**Level Select**  
 At the title screen—the one with the 1 Player/2 Player game select—press Right, Right, Left, Left, Up, Down, Left, Down, Down, Down. Next, press the A button to get a Round Select menu.  
**Invincibility**  
 Also at the *X-Kaliber 2097* title screen, try punching in the code Left, Left, Right, Right, Down, Up, Right, Up, Up. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

## YOGI BEAR

**Stage Select**  
 At the title screen, press Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down.

## YOSHI'S COOKIE

**Stage Select**  
 On a one-player game, use the following settings: Music OFF, Speed HIGH, Round 10. Hold Up and press SELECT. "Round 11" should appear; press SELECT to advance stages.

**Tougher Opponents**  
 Enter the Vs. Mode and set the Mode to COM. Hold the L, R, X and then press START.

## Bonus Rounds

At the title screen, select the Action Mode and press START. Set Round to 10, Speed to HI and Music Type to OFF. On Controller 2, press L, R, SELECT and START simultaneously.

## YOSHI'S SAFARI

**Special Mode**  
 At the title screen, hold the X, Y, L and R buttons and press START to enter the game's "Special Mode," an all-new adventure that's different from the main game.

## YS III: WANDERERS FROM YS

**Invincibility**  
 First begin and save a game. Then, press RESET and wait until the American Sammy logo is completely on the screen. Then press Up, Down, Up, Down, SELECT, START on Controller 2 before the logo disappears. Select Continue, and then press SELECT to bring up a subscreen. Now, press START on Controller 2 and the word "Debug" will appear next to Status if you've done this correctly.  
**Sound Test**  
 During play press SELECT to bring up a subscreen. Now, press START on Controller 2.

## ZOMBIES ATE MY NEIGHBORS

**Bonus Level Password**  
 Enter the password "BCDF" to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster; you'll start the game at Level 1 when you complete it.





## THE ADVENTURES OF BATMAN & ROBIN

### Level Skip

To skip the level you're currently on, press **START** to pause, then press **B, A, Down, B, A, Down, Left, Up, C**. ("BAD BAD LUC".)

## AERO THE ACRO-BAT

### Level Select

Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

### Infinite Stars/No Collisions

Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

## AFTER BURNER (32X)

### Arcade Mode

When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

## ALADDIN

### Stage Skip

During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.

### Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

## ALIEN 3

### Stage Skip

At the "Options" screen, press **C, Up, Right, Down, Left, A, Right, Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C, A, B** and unpause.

## ALISIA DRAGON

### Cheat Mode

After the Sega logo disappears from the screen, press and hold **A**. When the words "Produced by Game Arts" disappear from the screen, release **A** and hold **B**. When the words "Associated with Gaimax" disappear from the screen, release **B** and hold **C**. When the words "Music Composed by Menaco Associates" disappear from the screen, release **C** and press **START**. Now you can do the following tricks with Controller 2 while the game is in progress:

### Stage Skip: Press C.

Warp to Stage 1: Press **C**, then press and hold **C**.

Warp to Stage 2: Press **C**, then press and hold **B**.

Warp to Stage 3: Press **C**, then press and hold **B** and **C**.

Warp to Stage 4: Press **C**, then press and hold **A**.

Warp to Stage 5: Press **C**, then press and hold **A** and **C**.

Warp to Stage 6: Press **C**, then press and hold **A** and **B**.

Warp to Stage 7: Press **C**, then press and hold **A, B** and **C**.

Warp to Stage 8: Press **C**, then press and hold **START**.

Refill Damage Meter: Press **A** on Controller 2, then hold **Up** on Controller 1 and press **B** on Controller 2.

Increase Thunder Magic: Press **A** on Controller 2, then hold **Left** on Controller 1 and press **B** on Controller 2. Increase Magic Level/Hit Points of Friend: Press **A** on Controller 2, then hold **Right** on Controller 1 and press **B** on Controller 2.

To pause the game for frame-by-frame slow motion, press **A** on Controller 2, then tap **A** for each frame. To deactivate slo-mo, press **B** on Controller 2.

## ALTERED BEAST

### Sound Test

At the title screen, press **A, C, Right, START** and **Up** all at the same time.

## ARCUS ODYSSEY

### Act 8 Passwords for All Characters

Jedda Chef: KJCBHNIYXR

Bead Shira: KR0DE2IZX5

Diane Fireya: IJXB2JOOHB

Erin Gashuna: HJKBQIZPK

## ARNOLD PALMER TOURNAMENT GOLF

### Hidden Game

Hit the ball 100 times on the first hole without landing on the green; the game will end. At the Game Over screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You can play a limited version of *Fantasy Zone* until you reset the game.

### New Improved Caddy

Enter the password ffffffffffffffffff 9999999999999999 for a more experienced caddy.

### Hit the Ball Long Distances

Enter your name as EVE.

## ARROW FLASH

### Invincibility

At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press **START** and begin the game. Now whenever you hold the **C** button for five seconds, you'll be invincible for 10 minutes.

## ASTERIX & THE GREAT RESCUE

### Level Passwords

Level 2—INSULA

Level 3—CONDOR

Level 4—VIENNA

Level 5—AVALON

Level 6—DULCIS

## BARKLEY: SHUT UP AND JAM!

### Passwords

3MJK 1VZ3

3MGH 2VVW

3MQR 2X9M

3MNP 217N

3MST 2161

3MBC 2208

## BARKLEY: SHUT UP AND JAM! 2

### Break the Backboard

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C + D-pad** in the direction of the hoop.

### Monster Dunk

You must be fully "juiced" on the "juice bar". Then, execute a Super Jam (**A**, then **C + D-pad** in the direction of the hoop) from the opposite end of the court.

### All-Barkley Code

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and hit **B** three times. When you resume, all players on the court will be Sir Charles.

### Play as Barkley's Teammates

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and follow the instructions below to play as any of Barkley's teammates:

Blade—Highlight **QUIT** and press **A** three times

Dolemite—Highlight **QUIT** and press **A** four times

Hamma—Highlight **QUIT** and press **A** five times

Jim-Pak—Highlight **QUIT** and press **A** six times

Pauly—Highlight **QUIT** and press **A** seven times

Shuga—Highlight **QUIT** and press **A** eight times

Spider—Highlight **QUIT** and press **A** nine times

Bongo—Highlight **QUIT** and press **A** ten times

### Mirror Match

In Exhibition Mode, press **START** to pause and highlight **QUIT**, then press the **C** button three times. When you resume, your opponents will be your twins.

Play as Sir Charles in Tournament Mode: If you win the tournament by going 8-0 and score a triple-double during the last match, a "Continue" message will appear. Answer **YES** to start over as Charles Barkley (Tournament Mode only.)

## BATMAN

### Unlimited Men

In Level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump on to the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

## BATMAN: RETURN OF THE JOKER

### Passwords

Level 2-2: NWKL

Level 3-1: LGZQ

Level 3-2: GPTW

Level 4-1: GNKF

Level 4-2: KHCN

Level 5-1: QGVN

Level 5-2: WBZT

Level 6-1: FFFG

Level 6-2: CKQG

Level 7-1: GPZT

## BATTLETECH

### Passwords

Level 2: STJNNN

Level 3: GRBCHV

Level 4: BBYLND

Level 5: BMBRMN

Infinite Ammo: BRN521

## BATTLETOADS/DOUBLE DRAGON

### Secret Warps

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

## BEAST WRESTLER

### Passwords

The following codes are for SP ATTACK MAGNUM DASH (1st Act): Vs. Volsine (Match 2)—MONSTER-RQYQYMQQOFAQQK

Vs. Airhohle (Match 3)—MONSTER-RQYQYMQQOQVAQSA

Vs. Vantor (Match 4)—MONSTER-RAAQYQMWQIGAQSU

Vs. Dycoon (Match 5)—MONSTER-RAAQYQMWQIGAOCU

Vs. D-Biton (Match 6)—MONSTER-RAAAWQMWQPYAQKA

The following codes are for SP ATTACK MAGNUM DASH (2nd Act):

Vs. Unknown (Match 1)—MONSTER-RAAAWQMWQPYAQKA

Vs. Ulvolos (Match 2)—MONSTER-RAAWADRDHIZQEF

Vs. Allowena (Match 3)—MONSTER-RAAAWADRDIZQRM

Vs. Octii (Match 4)—MONSTERRZX-AWADRDIZQRM

Vs. Ploguraz (Match 5)—MONSTERRZX-AJADRDIZQHI

Vs. Hax-004 (Match 6)—MONSTER-RZXZXRDFDMXQBK

Vs. Maciha (Match 7)—MONSTER-RZXZXRDFDIZQXK

Vs. Ominos (Match 8)—MONSTER-RZXZXRJRTWKXQVX

Vs. Blenadan (Match 9)—MONSTER-RZXZXRJRTWOXQIH

### Sound Test

Hold **A, B** and **C** and hit **START** at the title screen.

## BEAVIS AND BUTT-HEAD

### Password

Entire GWA tickets: X B N E j J D I - x s V p G D

## BEYOND OASIS

### Special Moves

Grand Spin: Hold **B**, rotate the D-pad clockwise and release **B**.

Flip Slash: Hold **B**, press **Forward, Back, Forward** and release **B**.

Flash Stab: **Forward, Forward, Forward, B**

## BIO-HAZARD BATTLE

### Stage Select

As soon as the Sega logo appears, press and hold **C**. At the title screen, while still holding **C**, make a full clockwise circle on the D-pad, starting and ending at the **Up** position. You'll hear a sound that indicates the cheat was activated. Press **START** to get the level-select menu.

## BOOGERMAN

### Passwords

LEVEL 1: Flatulent Swamps

Scab Creature, Abdominal Sewer Man, Pus Creature, Miner Goblin

BOSS 1: Hick Boy

Ghost, Nose Goblin, Ghost, Pus Creature

LEVEL 2: The Pits

Pus Creature, Scab Creature, Ghost, Boogerman

BOSS 2: Revolta

Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogerville

Scab Creature, Ghost, Abdominal Sewer Man, Boogerman

BOSS 3: Flyboy

Boogerman, Pus Creature, Miner Goblin, Scab Creature

LEVEL 4A: Mucous Mountains

Nose Goblin, Scab Creature, Ghost, Troll

LEVEL 4B: Nasal Caverns

Nose Goblin, Pus Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant

Ghost, Scab Creature, Troll, Miner Goblin

LEVEL 5: Pus Palace

Pus Creature, Boogerman, Ghost, Pus Creature

FINAL BOSS: Boogerman

Pus Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

## BUSBY II

### Cheat Codes

Each of these cheats can be entered at the title screen.

All Levels Complete: **Up, A, A, A, Down**

Jump Frenzy: **B, A, B, C**

99 Diving Suits: **B, Left, Up, B**

99 Portable Holes: **Right, Up, B, B**

99 Smart Bombs: **C, C, C, Up, Down, C**

99 Nerf Ballzooka Shots: **B, A, Left, Left**

50 Lives: **B, Up, B, B, A**

Invulnerability: **C, A, B, C, Up, Down**

## BURNING FORCE

### Start With Ten Men

At the title screen, press **B, A, B, A, A, C, A, A**, then **START**.

## CASTLEVANIA: BLOODLINES

### Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

## CENTURION: DEFENDER OF ROME

### Passwords

To start the game at one of the most





powerful levels with 11 consular legions and 35,000 talents:  
TAGY-V6P5-QAAA-AH3K-VKVA-MIES  
To Rule the Empire:  
QDUA-YQ25-5555-55NK-VKXW-IPJI

### CHUCK ROCK II

**Level and Zone Skip**  
Press **START** to pause the game, then press **B**, **A**, **Right**, **A**, **C**, **Up**, **Down**, and **A**. The game will restart. Pause again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. To go backwards, hold **A** and **Left** or **A** and **Down** while paused.

### COLLEGE SLAM

**Secret Teams**  
At the *College Slam* title screen—while the words "Press Start" are flashing—press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.  
**Whirlwind Cheat**  
Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so: **↑→↘↓↙←↑→↘↓↙←↑→↘↓↙←↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

### COLUMNS

**Magic Jewel**  
If you successfully score enough jewels, a magic colored jewel will appear. If a column is about to reach the top and a colored jewel appears, place the colored jewel on top of the column, making sure part of the colored jewel is off the screen. If any match is made, the jewels disappear, but any part of the magic jewel that was off the screen will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

### COMIX ZONE

**Invincibility**  
Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing **C**:  
3, 12, 17, 2, 2, 10, 2, 7, 7, 11  
Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game; you'll see that your energy bar will never go down.  
**Stage Select**  
As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing **C**:  
14, 15, 18, 5, 13, 1, 3, 18, 15, 6  
Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press **C** to warp to different stages as follows:  
1—Episode 1, Part 1  
2—Episode 1, Part 2  
3—Episode 2, Part 1  
4—Episode 2, Part 2  
5—Episode 3, Part 1  
6—Episode 3, Part 2  
Press **START** to exit the jukebox and start the game; you'll start at the stage you chose.  
**Secret Fart**  
In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

### COSMIC CARNAGE (32X)

**Hidden Game**  
To change *Cosmic Carnage* into the Japanese version of the game, you'll need a six-button controller. Hold down the **X**, **Z** and **B** buttons when you turn the game system on; the new title screen will say "Cyber Brawl" and you'll have some different characters to choose from.

### CRUE BALL

**Stage Select/Sound Test**  
Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press **A**, **C**, **A**, **B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume"). Now you can also enter a sound test by pressing **A**, **B** and **C** together.

### CYBERBALL

**Passwords for the San Francisco Hitmen**  
2nd week: UB8B B7VV LFVX  
3rd week: UV8B BXB X LFOX  
4th week: UX8B BFVI LFCS  
5th week: UI8B BXIS OF8I  
6th week: UL8B B5PS OF98  
7th week: UK8B B5PS OFMI  
8th week: UM8B B5PS OFAX  
9th week: UO8B B5PS 9F8I  
10th week: UF8B B5PS OFNX  
11th week: UC8B B5PS OFLI  
12th week: U78B B5PS OFSX  
13th week: U48B B5PS OFRI  
14th week: UR8B B5PS OFHX  
15th week: UT8B B5PS OFFI  
16th week: U88B B5PS OFB1  
17th week: UZ8B B5PS OFDI: Playoff series  
18th week: UU8B B5PS OFII: Playoff series  
19th week: US8B B5PS OF3X: Playoff series  
Ending: UJ8B B5PS OF4I  
Password for the Chicago Killers  
Ending: CG8B B8FB BB2V

### CYBORG JUSTICE

**Secret Option Screen**  
Press **START** to pause the game, then very quickly press **C**, **B**, **C**, **C**, **A**, **C**, **B**.

### DAVID ROBINSON'S SUPREME COURT

**Super-Short Games**  
At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the **A**, **B** and **C** buttons all the way down to 20 seconds.

### DINOLAND

**Mega-Bonuses**  
First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the **B** button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multiballs if you can.

### DOOM (32X)

**God Mode**  
You'll need a six-button controller. Pause the game and press **Up**, **Z**, **X** and the **MODE** button all at the same time. When you get back into the game, the marine's eyes will turn yellow and you'll be invincible.  
**All Weapons & Ammo**  
Pause the game. Press **Up**, **A**, **C** and **MODE**.

### DRAGON'S FURY

**Cheat Password**  
Enter the password "DEVILCRASH" to start with eight balls instead of three.  
**Change the Music**  
Enter the password "OMAKEBGM01" to

play with different background music. Change the number at the end of this password to any number from "00" to "04" for one of five different tunes.  
*Start With 99 Balls and 13 Million Points*  
Enter the password "UFELFO78TL".

### DRAGON'S REVENGE

**Passwords**  
Stage 1: LSRCE8  
Stage 2: CSABMJM  
Stage 3: DSJ36KR  
Stage 4: ETT58DL  
Stage 5: FT438XR  
Stage 6: HV53955

### DUNE: THE BATTLE FOR ARRAKIS

**Atreides Passwords**  
1) Diplomatic  
2) SpiceDance  
3) EternalSun  
4) DeftHunter  
5) FairMentat  
6) ASHLIKENNY  
7) SonicBlast  
8) DuneRunner  
**Harkonnen Passwords**  
1) Demolition  
2) SpiceSatyr  
3) BurningSun  
4) DarkHunter  
5) EvilMentat  
6) IYSQBWAN  
7) Devastator  
8) DeathRuler  
**Ordos Passwords**  
1) Domination  
2) SpiceSaber  
3) ArrakisSun  
4) ColdHunter  
5) WillyMentat  
6) SlyMelanie  
7) StealthWar  
8) PowerCrush

### DYNAMITE DUKE

**Secret Cheat Menu**  
At the title screen, press **START** for the option mode to appear. Then press **C** ten times and the **START** button to enter the cheat screen.

### EARTHWORM JIM

**Weapon Power-Up (once per level)**  
Pause the game and press **A**, **B**, **B**, **C**, **A**, **C**.  
**Energy Refill (once per level)**  
Pause the game and press **A**, **C**, **A**, **B**, **B**, **A**, **C**.  
**Skip to Level 2**  
Pause on Level 1 and press **Left**, **Right**, **A**, **B**, **C**, **Left**, **Right**, **A**.  
**David Perry's Private Cheat Mode**  
With the game paused, press **A+Left**, **B**, **B**, **A**, **A+Right**, **B**, **B**, **A**. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.  
**Plasma Recharge**  
Pause the game and press **C+Down**, **A**, **B**, **C**, **A**, **B**, **A**, **C**. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.  
**Extra Continue**  
Pause the game and press **A**, **B+Left**, **A**, **B**, **A**, **B**, **C**, **A**. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra end-of-game continue. You can only do this once.  
**Extra Jim**  
Pause the game and press **B+Up**, **B**, **A**, **C**, **A**, **A**, **A**. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

### EARTHWORM JIM 2

**Super Cheat Code**  
During the game, press the **START** button to pause, then enter the following code while the game is paused: **A**, **C**, **A**, **B**, **A**, **B**, **Left**. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a

sound test. Press **A** or **B** to toggle each menu item.

### Secret Move

To trigger the Manta shield, just press **Up+A+B**. This move makes Jim invincible for a few seconds.

### Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

### Cheat Codes

To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (\*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

• The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press **A** to make Jim reappear.

• The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

• The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

Bright "Pause" Screen—**A**, **A**, **A**, **B**, **B**, **B**

Warp to End of Current Level—**A**, **B**, **B**, **A**, **C**, **B**, **Right**

Warp to End of Game—**C**, **A**, **C**, **A**, **B**, **A**, **A**, **Up**

Invincibility—**A**, **A**, **A**, **A**, **Left**, **Right**, **Left**

Map View Mode—**A**, **C**, **C**, **B**, **A**, **A**, **B**, **Up**

Energy Refill \*—**A**, **B**, **C**, **A**, **C**, **A**, **B**

Energy Refill—**A**, **B**, **C**, **A**, **B**, **C**, **A**, **A**

Ammo Refill \*—**C**, **B**, **B**, **A**, **C**, **B**, **B**, **A**

Ammo Refill—**C**, **B**, **A**, **C**, **B**, **A**, **A**

Extra Life \*—**A**, **B**, **C**, **C**, **A**, **A**, **A**

Extra Life—**A**, **B**, **C**, **C**, **A**, **A**, **B**

Extra Continue \*—**A**, **A**, **C**, **C**, **B**, **A**, **Left**, **Left**

Extra Continue—**A**, **A**, **C**, **C**, **B**, **A**, **Left**, **Right**

10 Extra Meal Worms \*—**C**, **A**, **C**, **A**, **C**, **A**, **C**, **A**

10 Extra Meal Worms—**C**, **A**, **B**, **A**, **B**, **A**, **C**, **A**

81 Meal Worms—**A**, **B**, **C**, **C**, **B**, **A**, **B**, **B**

Mega Plasma Gun—**C**, **C**, **C**, **A**, **A**, **B**

3 Finger Gun—**C**, **C**, **C**, **A**, **A**, **C**

Homing Missiles—**C**, **C**, **C**, **A**, **A**, **B**, **A**

Barn Blaster—**C**, **C**, **C**, **A**, **A**, **B**, **C**

Bubble Gun—**C**, **C**, **C**, **A**, **A**, **B**, **B**

Bomb Teleport—**C**, **A**, **B**, **C**, **A**, **B**, **Up**, **Down**

Warp to "Lorenzen's Soil"—**A**, **A**, **C**, **C**, **B**, **A**, **B**, **A**, **A**

Warp to "Puppy Love 1"—**C**, **C**, **C**, **C**, **C**, **C**, **A**, **A**

Warp to "The Villi People"—**A**, **B**, **C**, **C**, **Up**, **C**, **Left**, **Right**

Warp to "The Flyin' King"—**C**, **B**, **C**, **Left**, **Right**, **Left**, **A**, **B**

Warp to "Puppy Love 2"—**Left**, **Right**, **B**, **C**, **C**, **Left**, **Right**, **A**

Warp to "Udderly Abducted"—**Down**, **A**, **C**, **Left**, **Right**, **Down**, **A**, **C**

Warp to "Inflated Head"—**B**, **B**, **C**, **A**, **B**, **C**, **Left**, **Right**

Warp to "ISO 9000"—**A**, **B**, **C**, **Right**, **Right**, **Right**, **Right**

Warp to "Puppy Love 3"—**Right**, **Right**, **A**, **B**, **C**, **Left**, **Right**, **A**

Warp to "Level Ate"—**C**, **C**, **Down**, **Down**, **A**, **Right**, **Right**, **Left**

Warp to "See Jim Run—Run Jim Run"—**B**, **B**, **C**, **Left**, **Left**, **Left**, **Left**, **Right**

### ECCO THE DOLPHIN

**Super Cheat Menu**  
Start the game and move Ecco left and right. Press **START** to pause while Ecco is





turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

#### **Invincibility**

Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

#### **EL VIENTO**

##### *All the Magics*

Press **START** to pause the game, then press **Up, Left, Right, Down, C**. Repeat this sequence five more times.

##### *Slow-Motion*

Press **START** to pause the game, then press **Up, Left, Right, Down, A**.

##### *Stage Skip*

Press **START** to pause the game, then press **Up, Left, Right, Down, B** to skip stages, advancing to the next one.

##### *"Color Bar" Test Pattern*

Press **A, B, C** and **START** when the Wolfteam logo appears on the screen.

#### **ESPN NATIONAL HOCKEY NIGHT**

##### *Extra Teams*

Press **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

##### *Brutal Menu*

The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."

##### *Pong*

The code **B, C, C, C, Up, Down** lets you play a game of Pong using hockey players as paddles.

##### *Octopong*

**A, C, B, Up, Right, Up** adds some variation to the simple Pong code, by turning the Octopus into a puck.

#### **EVANDER HOLYFIELD'S REAL DEAL BOXING**

##### *Green Boxer Password*

At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press **START**.

##### *Easy TKO*

Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.

##### *Win Without Fighting*

Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press **START**, then choose to quit. At the training screen, you'll see that you have won the fight.

#### **EX-MUTANTS**

##### *Cheat Menu*

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold **A, B** and **C** while pressing **START**.

#### **F-15 STRIKE EAGLE II**

##### *Hidden Re-Supply Option*

Choose "See Credits" from the "Options" menu. At the credit screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up**. Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

#### **F-22 INTERCEPTOR**

##### *United States Passwords*

Mission 01: 0HG021  
Mission 02: 0PG06D  
Mission 03: 0TG0E2  
Mission 04: 11G012  
Mission 05: 15G0MA  
Mission 06: 19G0UM  
Mission 07: 1DG163

Mission 08: 1LG1EQ

Mission 09: 1PG1M6

Mission 10: 1TG1UI

Mission 11: 21G26I

Mission 12: 2TG32I

Mission 13: 31G3UJ

Mission 14: 35G4A4

Mission 15: 39G56U

Mission 16: 3TG5IC

Mission 17: 41G62K

Mission 18: 45G6MJ

Mission 19: 4TG7A7

Mission 20: 51G7QL

Mission 21: 59G8EI

Mission 22: 61G9EM

Mission 23: 65G9QA

Mission 24: 69G9QA

Mission 25: 69G9UJ

Mission 26: 6LGAJJ

##### *Iraq Passwords*

Mission 01: C6G022

Mission 02: C6G06L

Mission 03: CIG0A4

Mission 04: CM60EC

Mission 05: CUG010

Mission 06: D2G0U2

Mission 07: D6O1EV

Mission 08: DAO1QM

Mission 09: DQG2EJ

Mission 10: E2G3AI

Mission 11: E6G428

Mission 12: EAG5E7

Mission 13: EEG5UR

Mission 14: EIG6QS

Mission 15: EUG7MS

Mission 16: F2G7UB

Mission 17: F6G8AS

Mission 18: FAG8UR

Mission 19: FEGAIS

Mission 20: FIKB6I

Mission 21: FQGBUL

Mission 22: FUGCEA

Mission 23: G2GDQL

Mission 24: G6UF6E

Mission 25: GIUFUO

Mission 26: GUAHAI

##### *Korea Passwords*

Mission 01: 7E002E

Mission 02: 7M006Q

Mission 03: 7Q01AA

Mission 04: 8201QS

Mission 05: 8601U4

Mission 06: 8A022D

Mission 07: 8I02E8

Mission 08: 8M042R

Mission 09: 8Q04MQ

Mission 10: 8U05MV

Mission 11: 9A05UK

Mission 12: 9I06A9

Mission 13: 9U06U9

Mission 14: A2072C

Mission 15: A608E4

Mission 16: AA08UJ

Mission 17: AE08U3

Mission 18: AIF9UU

Mission 19: AMFB6C

Mission 20: B20B47

Mission 21: B60BMN

Mission 22: BAFCL

##### *Russia Passwords*

Mission 01: HJ0024

Mission 02: HR412H

Mission 03: I701QI

Mission 04: IB02EI

Mission 05: IF02U6

Mission 06: 8A022D

Mission 07: 8I02E8

Mission 08: 8M042R

Mission 09: 8Q04MQ

Mission 10: 8U05MV

Mission 11: 9A05UK

Mission 12: 9I06A9

Mission 13: 9U06U9

Mission 14: A2072C

Mission 15: A608E4

Mission 16: KB0CA1

Mission 17: KF0D2N

Mission 18: KJ0DUU

Mission 19: KN0EIN

##### *The Aces Challenge Passwords*

Mission 01: LUG02V

Mission 02: LNG067

Mission 03: LRG0AM

Mission 04: LVG0EU

Mission 05: M3G0IO

Mission 06: M7G0UG

Mission 07: MBG16T

Mission 08: MFG1EG

Mission 09: MJG1MS

#### **FATAL FURY**

##### *Victory Counter*

Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

#### **FLASHBACK**

##### *Walk Through Walls*

Walk up to a wall in any stage of the game. Turn away from the wall, then hold the **A** button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the **A** button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

##### *"Easy" Level Passwords*

Level 1: PIXEL

Level 2: BETSY

Level 3: PANCHO

Level 4: STUDIO

Level 5: TOHO

Level 6: AKANE

Level 7: INCBIN

##### *"Normal" Level Passwords*

Level 1: FALCON

Level 2: DATA

Level 3: MMILORD

Level 4: QUICKKEY

Level 5: BIJOU

Level 6: BUBBLE

Level 7: CLIP

##### *"Expert" Level Passwords*

Level 1: CLIO

Level 2: ACRTC

Level 3: BLUB

Level 4: STUN

Level 5: MIMOLO

Level 6: HECTOR

Level 7: KALIMA

Ending Code: CYGNUS

#### **FLICKY**

##### *Bikini Girl*

If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

#### **GALAHAD**

##### *Cheat Password*

Enter the password "LTUS" to start at World One with infinite lives.

#### **GENERAL CHAOS**

##### *Secret Cheat Mode*

Pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:

##### *Maximum Medics*

Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.

##### *Battle Advance*

Press and hold **A, C** and **Up** on Controller 1 and **B** on Controller 2.

##### *Full-Scale War Advance*

Press and hold **A, C** and **Down** on Controller 1 and **B** on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

#### **GHOSTBUSTERS**

##### *Lots of Cash*

Find a safe that's got money in it and is located near the entrance of a maze. After you've taken the money from the safe, leave that maze, then enter that maze again and the safe will have been refilled with money. You can repeat

this procedure until you've got all the money you want.

#### **HARD DRIVEN**

##### *Practice Race with Other Cars on the Track*

Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track.

#### **HARDBALL**

##### *Fat Pitch*

During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

#### **HAUNTING STARRING POLTERGUY**

##### *More Points, More Houses*

In the first house, enter the grandfather clock in the dining room by pressing **A**. While in the clock, press **B, C, C, B**. Press **A** again to exit the clock. You'll now have 15,000 points and be in the second house.

In the second house, enter the toilet in the Jacuzzi Room and press **C, C, C, B**. You'll get 15,000 points and be in the third house.

In the third house, enter the garbage can in the garage. Press **B, C, B, B** and exit the garage. You'll be in the final house and get 45,000 points.

#### **THE INCREDIBLE HULK**

##### *Hulk-Out Moves*

These moves work when you achieve Hulk-Out status in the game.

Bear Hug: Grab enemy, then press **A**.

Pile Driver: Grab enemy, then press **A+B**.

Shoulder Charge: Forward, Forward, **C**, Forward.

#### **JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING**

##### *Sound Test*

On the game-mode screen, press **START** on Controller 2. Push **Down** to select the sound you want, then push **A** to begin the sound or **B** to end.

#### **JAMES POND**

##### *Open Exit Door*

Hold **C + Left** at the title screen and press **START**. During the game, hold **A, B** and **C** and rotate the D-pad to open the Exit Door.

#### **JAMES POND II**

##### *CODENAME: ROBOCOD*

##### *Invincibility*

At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that will protect you from harm.

##### *Power-Up Code*

You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket.

##### *Infinite Lives*

In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.

##### *Cheat Menu*

At the title screen, hold **A+C**, point the D-pad in the **Down/Left** position and press **START** to access a cheat menu.

#### **JENNIFER CAPRIATI TENNIS**

##### *New Players*

To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND.SLAM" (enter a period between the two words and fill up the rest of the password with periods.)

##### *Secret Configuration Menu*

Input the password "CON FIG" and fill the rest of the spaces with periods.





## JOHN MADDEN FOOTBALL

### Super Bowl Passwords

Minnesota vs. Denver: 3456712  
Philadelphia vs. Miami: 7676767  
Los Angeles vs. Houston: 7654321  
San Francisco vs. Miami: 7651567  
Philadelphia vs. Houston: 1777777  
San Francisco vs. New England: 1717171  
Philadelphia vs. New England: 6712345  
San Francisco vs. Pittsburgh: 5671234  
Los Angeles at Miami: 0473176  
San Francisco at Denver: 0751000  
San Francisco at New England: 0431000  
Chicago at New England: 0613000  
Philadelphia at Cincinnati: 5555500  
Los Angeles at Kansas City: 2452300  
Atlanta at Miami: 3452300  
New York at Houston: 4452300  
Washington at Buffalo: 5450000  
Philadelphia at New England: 6450000  
Los Angeles at Denver: 7450000  
Philadelphia at Denver: 7450000  
San Francisco at Houston: 6770000  
Atlanta at Pittsburgh: 4770000  
Atlanta at Miami: 7777777  
Los Angeles at Cincinnati: 7777777  
New York at New England: 5777777  
Washington at Kansas City: 4777777  
Chicago at Pittsburgh: 3777777  
Los Angeles at Pittsburgh: 2777777  
Philadelphia at Houston: 1777777  
Chicago at Denver: 04150000  
San Francisco at Buffalo: 0515000  
Minnesota at Buffalo: 0535000

## JOHN MADDEN FOOTBALL '92

### EASN Bowl Passwords

(The NFC team is always the home team)  
Atlanta vs. Buffalo: C5L5S65H  
Atlanta vs. Houston: D72C835L  
Buffalo vs. San Francisco: DWJ4NLPV  
Buffalo vs. New York: B3H92V5N  
Chicago vs. Kansas City: B3FMKGMT  
Chicago vs. Buffalo: B3FM8FB5  
Cincinnati vs. San Francisco: C536LLJY  
Cincinnati vs. Atlanta: D8ND50R  
Cleveland vs. Washington: CDCHGGS4  
Dallas vs. Oakland: BDNZZTR1  
Dallas vs. Buffalo: BPGHG9NI  
Denver vs. San Francisco: CLB168RX  
Detroit vs. Buffalo: BHL50XB6  
Detroit vs. New Jersey: B29KH464  
Green Bay vs. Cincinnati: BPCYN78  
Green Bay vs. Kansas City: BPCSHGX4  
Houston vs. Washington: B022178  
Indianapolis vs. Chicago: B0W6T2K  
Kansas City vs. Dallas: DWM54MP  
Kansas City vs. San Francisco: DWMWR-BG5  
Kansas City vs. Chicago: FCH2G18B  
Kansas City vs. New Orleans: DGXN-TKWT  
Los Angeles vs. Pittsburgh: BHJGFVR  
Los Angeles vs. Houston: CG68WD8N  
Los Angeles vs. Buffalo: CG644SYN  
Miami vs. Green Bay: C2Z4Z5Z5  
Miami vs. New York: B6KF5MCB  
Miami vs. Chicago: B6KJB9JD  
Minnesota vs. Cleveland: C50N7W4  
Minnesota vs. Seattle: BPKRXWX  
New England vs. New Orleans: DG10WJCT  
New England vs. Minnesota: FCKCYJB  
New Jersey vs. Washington: C541LX68  
New Jersey vs. Green Bay: C239PNT  
New Orleans vs. Oakland: DGJVM3  
New York vs. Miami: BTCHRSRX  
New York vs. New England: BZ6173NK  
Oakland vs. San Francisco: BH4MBJ03  
Oakland vs. New York: C25RBY07  
Philadelphia vs. Miami: BTGBF4Y9  
Phoenix vs. Denver: C5TCXNVG  
Pittsburgh vs. Detroit: C297JMSL  
Pittsburgh vs. Chicago: DWN8M06J  
San Diego vs. Washington: C8X8RT1V  
San Diego vs. Atlanta: CHK82337  
San Francisco vs. Buffalo: C2TL4P94  
San Francisco vs. Miami: BDT18G5F  
San Francisco vs. Kansas City: CC7CDVLS  
Seattle vs. Minnesota: BLTF857X  
Seattle vs. New Orleans: DSKT9LWW  
Tampa Bay vs. Buffalo: CK5GV777  
Tampa Bay vs. Cincinnati: DNB51KMB  
Washington vs. Cincinnati: FB16WJWP  
Washington vs. Buffalo: B84R03CS

## THE JUNGLE BOOK

### Extra Stuff/Warps

Each of these codes must be entered while the game is paused.  
Press Up, Up, Down, Down, Left, Right, Left, Right, B, A to reset the timer, health meter and weapons supplies.  
To warp to Shere Khan, press A, C, A, C, A, C, B, B, B, B.  
To reset the timer so that you only have 10 seconds left, press A, B, B, A, B, B, A.  
Punch in Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down. The game will reset; when you restart, all of the characters will be upside down.  
Start next to Baloo by pressing B, A, Left, Up, Up.  
Start next to Kaa by pressing C, A, A, B, C, A, A.  
Try A, B, B, A, C, A, B, B several times to change the screen into different colors. The last color in the series will be blood red!  
To skip to the next level, press B, A, A, B, B, A, A, B, A, B, A. You'll be able to see all of the levels in the game.  
To see the end of the game, enter the code B, A, Down, C, A, Right, Left, A, Right, Down.  
To start next to King Louie, press Left, Up, A, Left, Up, A.  
To start next to the Witch Doctor Monkeys, type in Right, A, Down, B, A, Down.

**Debug Menu**  
On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

## JORDAN VS. BIRD: SUPER ONE-ON-ONE

### Extra Time

Press START to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press A to call a timeout. The game will continue with 36 minutes on the clock.

## JURASSIC PARK

### Super Cheat Mode

Enter the password "NYUKNYUK". Press START and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the B button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold A on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

### Password Trick

Use the following password formula to start on any stage:  
JP. 0. ARK  
Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

### Stage-Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<<" or ">>"), then press

and hold A, B, C and START one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

## JUNGLE STRIKE

### Super Cheat Passwords

These codes will start you at any mission with ten lives and all co-pilots available.  
RXVVT7456KB—Campaign 2  
9WVT7NL6MHBV—Campaign 3  
X7NL45HPG94—Campaign 4  
VL456MGCZVH—Campaign 5  
WS6MHPZJFTZ—Campaign 6  
TMHPGCFDYN3—Campaign 7  
7PGCZJYK34X—Campaign 8  
NCZJFD3BR67—Campaign 9

## KRUSTY'S SUPER FUN HOUSE

### Level Codes

WHOAMAMA: Stage Two  
FLANDERS: Stage Three  
BROCKMAN: Stage Four  
SIDESHOW: Stage Five  
SMALLIOW: Infinite Lives/All Doors Unlocked

## LAKERS VS. CELTICS AND THE NBA PLAYOFFS

**Start Playoffs with a Three-Game Lead**  
Enter LGQ HJK for the fourth game between the Celtics and the Spurs.  
**Start with Game 1**  
Enter T#6 CGK for a game between the Pistons and the Lakers.

## THE LAWNMOWER MAN

### Cheat Code

On any of the platform levels, press START to pause the game, then press Up, Right, A, B, A, Down, Left, A, Down. Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press B. To access a cheat menu—with invincibility, multiplier and stage-select options—press C. With the code in place, you can use these cheats on any stage, not just the platform levels.

## LIGHTENING FORCE

### 99 Ships

When "Press Start" appears on the title screen, press A and START together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.

### Full Power

Pause the game during play and enter the following code: Up, Right, A, Down, Right, A, C, Left, Up, B, and Up. Press START and all weapons will be available to you.

## LOTUS II

### Hidden Pod Game

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press B. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

## LOTUS TURBO CHALLENGE

### Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

## MADDEN NFL '96

### Secret Teams

There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter

the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the A, B and C buttons.

AABBBCA—'80 Atlanta Falcons  
AABACAC—'70 Baltimore Colts  
AACAAAB—'68 Baltimore Colts  
AACACBA—'64 Baltimore Colts  
AACBBBC—'65 Cleveland Browns  
AACACAB—'93 Buffalo Bills  
ABAAAAA—'92 Buffalo Bills  
ABAACAC—'91 Buffalo Bills  
ABABBBB—'90 Buffalo Bills  
ABACACA—'73 Buffalo Bills  
ABACCCC—'85 Chicago Bears  
ABBACAB—'77 Chicago Bears  
ABBBBBA—'66 Chicago Bears  
ABBCABC—'63 Chicago Bears  
ABBBCCB—'88 Cincinnati Bengals  
ABCACAA—'81 Cincinnati Bengals  
ABCBBAC—'93 Dallas Cowboys  
ABCCABB—'92 Dallas Cowboys  
ABCCCCA—'78 Dallas Cowboys  
ACAABCC—'77 Dallas Cowboys  
ACABBBB—'75 Dallas Cowboys  
ACACABA—'71 Dallas Cowboys  
ACACBCC—'70 Dallas Cowboys  
ACBACBB—'89 Denver Broncos  
ACBBBAA—'87 Denver Broncos  
ACBCAAC—'77 Denver Broncos  
ACBCCBB—'62 Detroit Lions  
ACCABCA—'67 Green Bay Packers  
ACCBACC—'66 Green Bay Packers  
ACCCAAB—'80 Houston Oilers  
ACCCCAA—'69 Kansas City Chiefs  
BAAABBB—'66 Kansas City Chiefs  
BAABACB—'62 Dallas Texans  
BAACAAA—'90 Los Angeles Raiders  
BAACCAC—'83 Los Angeles Raiders  
BABABBB—'80 Oakland Raiders  
BABBBAA—'76 Oakland Raiders  
BABBBCC—'67 Oakland Raiders  
BABCCAB—'91 Los Angeles Rams  
BACABBA—'84 Los Angeles Rams  
BACBABC—'79 Los Angeles Rams  
BACBCCB—'68 Los Angeles Rams  
BACCCAA—'84 Miami Dolphins  
BBAABAC—'82 Miami Dolphins  
BBABABB—'73 Miami Dolphins  
BBABACC—'72 Miami Dolphins  
BBABCCB—'71 Miami Dolphins  
BBBABAB—'76 Minnesota Vikings  
BBBBABA—'74 Minnesota Vikings  
BBBBCBC—'73 Minnesota Vikings  
BBBCBCC—'69 Minnesota Vikings  
BBCABAA—'85 New England Patriots  
BBCBABC—'76 New England Patriots  
BBBCBBB—'79 New Orleans Saints  
BBCCBAA—'90 New York Giants  
BCAAACC—'86 New York Giants  
BCABAAB—'70 New York Giants  
BCACBBA—'68 New York Jets  
BCACBBB—'80 Philadelphia Eagles  
BCBAACB—'60 Philadelphia Eagles  
BCBBAAA—'79 Pittsburgh Steelers  
BCBBACC—'78 Pittsburgh Steelers  
BCBCCBB—'75 Pittsburgh Steelers  
BCCAACA—'74 Pittsburgh Steelers  
BCCACCC—'75 St. Louis Cardinals  
BCCBCAB—'94 San Diego Chargers  
BCCCBBA—'81 San Diego Chargers  
CAAAAABC—'66 San Diego Chargers  
CAAAACC—'63 San Diego Chargers  
CAABCAA—'94 San Francisco 49ers  
CAACBAC—'89 San Francisco 49ers  
CABAABB—'88 San Francisco 49ers  
CABACCA—'84 San Francisco 49ers  
CABBBCB—'81 San Francisco 49ers  
CABCBBB—'78 Seattle Seahawks  
CACABAA—'79 Tampa Bay Buccaneers  
CACACBC—'91 Washington Redskins  
CACBCCB—'87 Washington Redskins  
CACBAAA—'83 Washington Redskins  
CBAAAAC—'82 Washington Redskins  
CBAACBB—'72 Washington Redskins  
CBABBCA—Hall of Fame I  
CBACACC—Hall of Fame II  
CBBAABB—'95 All-Madden  
CBBACBA—'95 AFC Pro Bowl  
CBBBBBC—'95 NFC Pro Bowl  
CBBCACB—'95 Amsterdam Admirals  
CBCAAAA—'95 Barcelona Dragons  
CBACACB—'95 Frankfurt Galaxy  
CBCCBBB—'95 London Monarchs  
CBCCACA—'95 Rhein Fire  
CBCCCCC—'96 Scotland Claymores  
CCAACAB—'95 EA Sports Team Madden





CCABBBB—All '50s  
CCACABC—All '60s  
CCACCCB—All '70s  
CCBACAA—NFL Players Association I  
CCBBBAC—NFL Players Association II  
CCBCABB—NFL Players Association III  
CCBCCCA—NFL Players Association IV

#### MARIO LEMIEUX HOCKEY

**Change Team Skills**  
Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill.  
**Play on Black Ice**  
Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

#### MEGA BOMBERMAN

**Stage Passwords**  
Area 1—Jammin' Jungle  
Stage 2: 6800  
Stage 3: 5120  
Boss: 7420  
Area 2—Vexin' Volcano  
Stage 1: 4501  
Stage 2: 8111  
Stage 3: 7421  
Stage 4: 1051  
Boss: 3351  
Area 3—Slammin' Sea  
Stage 1: 4502  
Stage 2: 8112  
Stage 3: 7422  
Stage 4: 1052  
Boss: 3352  
Area 4—Crankin' Castle  
Stage 1: 6803  
Stage 2: 0513  
Stage 3: 9723  
Stage 4: 3353  
Boss: 5653  
Area 5—Thrashin' Tundra  
Stage 1: 8114  
Stage 2: 2814  
Stage 3: 1134  
Stage 4: 5654  
Boss: 7954  
Area 6—Cruisin' Comet  
Final Stage: 0515

#### MEGA TRUCKIN

**Stage Skip**  
Pause the game, press **Right, Left, Down, Right, B** and unpause.  
**Unlimited Power**  
Pause the game, press **A, A, A, B, B, B, A, A, A** and **START**.  
Press **START** to pause the game, then press **Up, Up, Down, Down, Left, Right, Left, and Right** on the D-pad. Then press **A** and **B**. Unpause the game. When you push forward, your character moves backward.  
**Previous Level**  
Pause the game, press **Right, Left, Down, Right, A**. When you unpause, you'll return to the previous level.

#### M.E.R.C.S.

**Faster, Smarter Enemies**  
Highlight Original Mode at the options screen, hold **A, B** and **C** and press **START**.

#### MICHAEL JACKSON'S MOONWALKER

**Become the Robot**  
In each of the following cases, the child hostage noted must be the first one rescued when you reach that level.  
In level 2-2 go to the top of the garage, and rescue the only child up there, or...  
In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or...  
In 3-3 go to the left side of the water-

fall. Look straight up and rescue the child above you.

#### MICKY MANIA

**Stage Select**  
At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the **Left** for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

#### MICKEY MOUSE IN CASTLE OF ILLUSION

**Maximum Number of Marbles**  
At the end of the second level in Toyland, you'll come across a bag of marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

#### MICRO MACHINES

**Super Cheats**  
Press **B, Down, C, Down, Up, Down, Left, Down** while the game is paused to earn infinite lives.  
Press **Up, Down, A, B, Left, Right, C** while paused for a faster vehicle; you'll notice a higher top speed.  
Press **Left, Right, Left, Right, Up, Down, START, Down** while paused for a higher difficulty level.  
Press **Left, Down, Up, Down, Right, Down, A, Down** while paused for a much higher difficulty level.  
Press **A, Up, B, Down, C, Left, START, Right** while paused for extra traction/better handling.  
Press **C, Up, Left, Right, A, B, A, C** while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

#### MIG-29

**Super Password**  
Access to all missions, including Iron Hand and White Pegasus: WEXBJOISGITES.

#### MIGHT & MAGIC GATES TO ANOTHER WORLD

**Secret Cheat**  
Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold **Left, A** and **C**, then release all three buttons at once. When the character menus come up, press **Left** repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.  
**Free Food**  
Choose the "Share" option from your command menu and select "Food". After repeating this several times, your entire party's food supply will increase.

#### MIKE DITKA POWER FOOTBALL

**Punt Trick**  
On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press **START** and go to the "Substitutions" menu. Replace your punter with a fast player—one with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running.

When you get 15 or 20 yards past the line of scrimmage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a two-player game, the player who is being controlled by your opponent will be the only one who can move.

#### Passwords

Conference Title: Washington vs. Atlanta—tjF1L4  
World Championship: Washington vs. New York—tjF1M0  
Conference Title: Miami vs. Cleveland—xjP1Dm  
World Championship: Miami vs. San Francisco—xjP1Ei

#### MLBPA SPORTSTALK BASEBALL

##### Easy Out

If the computer team has men on second and third or bases loaded, press the **B** button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

#### MORTAL KOMBAT

##### Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down

Johnny Cage—Forward, Forward, Forward, **A**

Kano—Back, Back, **A**

Rayden—Forward, Back, Back, Back, **A**

Sub-Zero—Forward, Down, Forward, **A**

Sonya—Forward, Forward, Back, Back, **START** (Block)

Scorpion—Up, Up (easier if you hold Block)

##### Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

##### Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A, B, A, C, A, B, B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

##### Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down, Up, Left, Left, A, Right, Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below).
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing

"Chop-Chop" under the "Demo" option.

- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the **A** button to view it.
- FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.
- FLAG5—Gives you infinite credits.
- FLAG6—The computer does fatalities on you in one-player mode.
- FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

#### MORTAL KOMBAT II

##### Test Modes

At the options menu, put the cursor on "DONE!" and press **Left, Down, Left, Right, Down, Right, Left, Left, Right, Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

##### Fergality

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away, Away, Block**. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of MKII.

#### MORTAL KOMBAT II (32X)

##### Test Modes

At the options menu, put the cursor on "DONE!" and press **Left, Down, Right, Right, Down, Left, Left, Left, Right, Right, Right**. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

#### MORTAL KOMBAT 3

##### Play as Smoke

When the MK3 logo appears at the beginning of the game and you hear a gong, press **A, B, B, A, Down, A, B, B, A, Down, Up, Up**. You'll hear Shao Kahn say "Smoke!" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

##### Endurance Mode

At the main menu, highlight the words "Start Game", hold the **A** and **C** buttons and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press **START** to register for the battle, then use **Left** and **Right** on the D-pad to choose a fighter for each box in the line-up. Press **B** to choose a fighter at random for the current box, or hold **Up**





and press **START** for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

#### Secret Cheat Menus

At the main menu, press **A, C, Up, B, Up, B, A, Down**. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button.

Also at the main menu, press **B, A, Down, Left, A, Down, C, Right, Up, Down**. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game. Another cheat code that can be entered at the main menu is **C, Right, A, Left, A, Up, C, Right, A, Left, A, Up**, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

#### MUTANT LEAGUE FOOTBALL

##### Passwords

Darkstar Dragons: FMK3XYSL1Q  
Deathskin Razors: 1CK111111H  
Icebay Bashers: 2CK111111D  
Killer Konvikts: HGK111111J  
Midway Monsters: 3CK111111F  
Misfit Demons: JH111111G  
Psycho Slashers: GMK111111D  
Rad Rockers: 5CK111111M  
Road Warriors: BDK111111J  
Screaming Evils: KLK111111L  
Sixty Whiners: CBK111111J  
Slaycity Slayers: LJK111111M  
Terminator Trolz: MLK111111J  
Turbo Techies: NMK111111Q  
Vile Vulgars: 4CK111111L  
War Slammers: DCK11111129  
*Kill the Referee*  
Press **A, C, C** as the team lines up.

#### MUTANT LEAGUE HOCKEY

##### Password

Play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship by entering 3BFL2XL-BKRRSL.  
Playoffs—Liars vs. Slayers: PBXTTYPKSQPB  
Monster Cup Championship—Trolz vs. Bots: GVSJBN3J884XG  
Monster Cup Championship—Things vs. Slammers: BCV6CMW7DNX8F

#### NBA JAM

##### Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmell: Enter **MJ**, highlight **T**, hold **START** and press **A**.  
Sal DiVita: Enter **SA**, highlight **L**, hold **START** and press **C**.  
Jamie Rivett: Enter **RJ**, highlight **R**, hold **START** and press **B**.  
Bill Clinton: Enter **AR**, highlight **K**, hold **START** and press **A**.  
Al Gore: Enter **NE**, highlight **T**, hold **START** and press **B**.  
Dan "Weasel" Feinstein: Enter **SA**, highlight **X**, hold **START** and press **C**.  
Asif "Chow-Chow" Chaudhri: Enter **CA**, highlight **R**, hold **START** and press **C**.  
Tom "Scruff" Rademacher: Enter **RO**, highlight **D**, hold **START** and press **B**.  
Eric "Kabuki" Kuby: Enter **QB**, highlight **"■"** (the space character), hold **START** and press **A**.  
Eric "Air Dog" Samulski: Enter **AI**, highlight **R**, hold **START** and press **A**.  
Warren Moon: Enter **UW**, highlight **"■"** (the space character), hold **START** and press **A**.  
George "P-Funk" Clinton: Enter **DI**, highlight **S**, hold **START** and press **C**.  
*Secret Power-Ups*  
Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."  
Show Shot Percentage: Press **A**, then press and hold **A, B** and **Down** until the tip-off.  
"Juice Mode": Press **A** 13 times, then press and hold **B** and **C** until the tip-off.  
Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 14 times.  
Power-Up Defense: Press **A** five times.  
Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **C** until the tip-off.  
Power-Up Fire: Press **B** seven times, then press and hold **B, C** and **Up** until the tip-off.  
Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

#### NBA JAM TOURNAMENT EDITION

##### Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight **"G"**, press **A**; highlight **"O"**, hold **START** and press **B**; highlight **"R"**, hold **START** and press **B**.  
Benny (team mascot): Highlight **"B"**, hold **START** and press **B**; highlight **"N"**, press **A**; highlight **"Y"**, hold **START** and press **C**.  
Hugo (team mascot): Highlight **"H"**, press **A**; highlight **"G"**, hold **START** and press **C**; highlight **"O"**, hold **START** and press **A**.  
Crunch (team mascot): Highlight **"C"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **B**; highlight **"N"**, press **A**.  
Bill Clinton: Highlight **"C"**, hold **START** and press **A**; highlight **"I"**, press **A**; highlight **"C"**, hold **START** and press **B**.  
Hilary Clinton: Highlight **"H"**, press **A**; highlight **"C"**, hold **START** and press **B**; highlight **"■"** (the space character), press **A**.  
Prince Charles: Highlight **"R"**, hold **START** and press **B**; highlight **"O"**, hold **START** and press **A**; highlight **"Y"**, press **A**.  
Heavy D: Highlight **"H"**, hold **START** and press **A**; highlight **"V"**, press **A**; highlight **"Y"**, hold **START** and press **B**.  
Jazzy Jeff: Highlight **"J"**, hold **START** and press **C**; highlight **"A"**, hold **START** and press **A**; highlight **"Z"**, hold **START** and press **A**.  
Fresh Prince: Highlight **"W"**, hold **START** and press **C**; highlight **"I"**, hold **START** and press **B**; highlight **"L"**, press **A**.  
Larry Bird: Highlight **"B"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **C**; highlight **"D"**, hold **START** and press **A**.  
Frank Thomas: Highlight **"S"**, hold **START** and press **B**; highlight **"O"**, press **A**; highlight **"X"**, hold **START** and press **A**.  
Randall Cunningham: Highlight **"P"**, press **A**; highlight **"H"**, hold **START** and press **A**; highlight **"I"**, hold **START** and press **C**.  
Mike D: Highlight **"M"**, hold **START** and press **C**; highlight **"K"**, press **A**; highlight **"D"**, hold **START** and press **C**.  
AdRock: Highlight **"A"**, press **A**; highlight **"D"**, hold **START** and press **C**; highlight **"R"**, hold **START** and press **B**.  
MCA: Highlight **"M"**, hold **START** and press **B**; highlight **"C"**, hold **START** and press **B**; highlight **"A"**, press **A**.  
Mark Turmell: Highlight **"M"**, hold **START** and press **A**; highlight **"J"**, press **A**; highlight **"T"**, hold **START** and press **A**.  
Jamie Rivett: Highlight **"R"**, press **A**; highlight **"J"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **C**.  
Sal DiVita: Highlight **"S"**, hold **START** and press **A**; highlight **"A"**, hold **START** and press **C**; highlight **"L"**, press **A**.  
Shawn Liptak: Highlight **"S"**, press **A**; highlight **"L"**, hold **START** and press **B**; highlight **"■"** (the space character), hold **START** and press **B**.  
Tony Gaskie: Highlight **"T"**, hold **START** and press **B**; highlight **"W"**, press **A**; highlight **"G"**, hold **START** and press **A**.  
John Carlton: Highlight **"J"**, hold **START** and press **C**; highlight **"M"**, hold **START** and press **C**; highlight **"C"**, hold **START** and press **B**.  
Jay Moon: Highlight **"J"**, press **A**; highlight **"A"**, hold **START** and press **A**; highlight **"Y"**, hold **START** and press **B**.  
Kirby: Highlight **"C"**, hold **START** and press **B**; highlight **"K"**, press **A**; highlight **"■"** (the space character), hold **START** and press **C**.  
Snake: Highlight **"G"**, hold **START** and press **A**; highlight **"O"**, hold **START** and press **C**; highlight **"F"**, hold **START** and press **B**.  
Falcus: Highlight **"J"**, hold **START** and press **A**; highlight **"F"**, press **A**; highlight **"■"** (the space character), hold **START** and press **C**.  
Muskett: Highlight **"M"**, hold **START** and press **B**; highlight **"C"**, hold **START** and press **B**; highlight **"M"**, hold **START** and press **C**.  
Hill: Highlight **"N"**, hold **START** and press **A**; highlight **"D"**, hold **START** and press **B**; highlight **"H"**, hold **START** and press **A**.  
Chow Chow: Highlight **"A"**, press **A**; highlight **"M"**, hold **START** and press **A**; highlight **"X"**, hold **START** and press **C**.  
Weasel: Highlight **"R"**, hold **START** and press **B**; highlight **"A"**, hold **START** and press **A**; highlight **"Y"**, hold **START** and press **C**.  
Brutah: Highlight **"L"**, hold **START** and press **A**; highlight **"G"**, hold **START** and press **B**; highlight **"N"**, press **A**.  
Kabuki: Highlight **"D"**, press **A**; highlight **"N"**, hold **START** and press **B**; highlight **"H"**, hold **START** and press **A**.  
Facime: Highlight **"X"**, hold **START** and press **B**; highlight **"Y"**, hold **START** and press **B**; highlight **"Z"**, hold **START** and press **A**.  
Blaze: Highlight **"B"**, hold **START** and press **C**; highlight **"L"**, press **A**; highlight **"Z"**, hold **START** and press **C**.  
Kid Silk: Highlight **"K"**, press **A**; highlight **"S"**, hold **START** and press **B**; highlight **"K"**, hold **START** and press **C**.  
Scooter Pie: Highlight **"H"**, hold **START** and press **A**; highlight **"T"**, press **A**; highlight **"P"**, hold **START** and press **C**.  
Moosekat: Highlight **"M"**, hold **START** and press **B**; highlight **"P"**, hold **START** and press **C**; highlight **"F"**, press **A**.  
Air Dog: Highlight **"A"**, hold **START** and press **C**; highlight **"I"**, press **A**; highlight **"R"**, hold **START** and press **B**.  
*Secret Power-Ups*  
Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.  
Display Shot Percentage: **Up, Up, Down, Down, B**  
Quick Hands: **Left, Left, Left, Left, A, Right**  
Max. Power: **Right, Right, Left, Right, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**  
Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**  
Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks: **Left, Right, A, B, B, A**  
Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Left, Left, Left, Left, A, A**  
Push One Opponent and Only Team-mate Falls: **Up, Up, Up, Left, Left, Left, Left, A, B**

Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, Down**

Speed Up: **Up, Up, Up, Left, Left, Left, Left, B, A**

Slippery Court: **A, A, A, A, Right, Right, Right, Right**

#### NBA LIVE '95

##### NBA Golf?

Start an exhibition game and choose teams. Go to the player selection screen and push **Up** on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in "REFLOG." (That's GOLFER spelled backwards.) You'll get a playable demo of a golf game.

#### NFL SPORTSTALK '93

##### San Francisco 49ers Passwords

Week 2: 4W1DCBBD  
Week 3: 4W1FFBBD  
Week 4: 4W1GKBBD  
Week 5: 4W1HTBBD  
Week 6: 4W1J7BBD  
Week 7: 4W1K7CBBD  
Week 8: 4W1L7BBD  
Week 9: 4W1M7KBBD  
Week 10: 4W1NTBBD  
Week 11: 4W1P7BBD  
Week 12: 4W1Q7CBBD  
Week 13: RW1R7FBBD  
Week 14: 4W1S7KBBD  
Week 15: 4W1T7BBD  
Week 16: 4W1V7BBD  
First Round Playoffs: 4W1V7BBD  
NFC Championship: 4W1X7FDD  
Super Bowl: 4W1Y7KDD

#### NHL '95

##### 30-Second Periods

When the Controller Configuration screen comes up, hold **A, C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A, C** and **START** again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds.

#### NHL HOCKEY

##### Skate Through the Crowd

Start a two-player "teammates" game with penalties turned on. If your player is called by the referee as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience.

#### OUTLANDER

##### Level Passwords

Level 1: FYBY1QZFQ240Q0  
Level 2: 89D020JCY8CZ8  
Level 3: P69HOSK7YCKCX  
Level 4: TZY2159Q9YK80

#### OUTRUN

##### Cheat Menu

At the first title screen, press **START**, then press the **A** button 11 times, press **B** three times and press **C** eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bot-





tom. The Mode number works as follows:

- Mode 1: You can drive through your opponents' cars without collisions.
- Mode 2: You can drive even after the timer runs out.
- Mode 3: Combines the effects of Modes 1 and 2.
- Mode 4: The programmers' debugging codes appear on the screen.
- Mode 5: Combines the effects of Modes 1 and 4.
- Mode 6: Combines the effects of Modes 2 and 4.
- Mode 7: Combines the effects of Modes 1, 2 and 4.
- Mode 8: ????
- Mode 9: Combines the effects of Modes 1 and 8.
- Mode 10: Combines the effects of Modes 2 and 8.
- Mode 11: Combines the effects of Modes 1, 2 and 8.
- Mode 12: Combines the effects of Modes 4 and 8.
- Mode 13: Combines the effects of Modes 1, 2 and 8.
- Mode 14: Combines the effects of Modes 2, 4 and 8.
- Mode 15: Combines the effects of Modes 1, 2, 4 and 8.

## OUTRUN 2019

### Music Select

Hold the C button and press START at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

## PAC-MAN 2: THE NEW ADVENTURES

### Original Pac-Man and Pac Jr.

Enter the code PCMNORG at the password screen to play the original Pac-Man.

Enter the code PCJRDPW at the password screen to play Pac Jr.

### Sound Test

Enter SO\*NDTP.

### Pattern Test

Enter P\*TT\*RN.

### Time Trial

Enter TR\*\*LMP for the Time Trial.

(Note: \* represents a Pac-Man symbol.)

## PETE SAMPRAS TENNIS

### New Options

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

## PGA TOUR GOLF II

### Never Drop a Shot

When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

## PHELIOS

### Nine Continues

Get to the Chapter 1 screen, then press C, A, B, A, C, A, B, A.

## THE PIRATES OF DARK WATER

### Stage Passwords

Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passwords:

- IITBDIA—Port of Citadel
- NCOOKIE—Citadel to Port
- RIITAZIM—Port to Citadel
- JESSICA—Citadel to Mountains
- ALEXISK—Port to Mountains
- SCOOBYD—Mountains to Janda
- STOYODA—Andorus to Bridge
- TADSHIM—Bridge to Andorus (full sword)
- ALARTUS—Andorus to Maelstrom
- DARRINS—Bridge to Maelstrom (full sword)
- MALCOLM—Maelstrom to Caverns (full sword)

## PINK PANTHER IN PINK GOES TO HOLLYWOOD

### Top-Secret Cheats

Hold A and C on Controller 1 and B on Controller 2, then turn the Genesis on. Start the game, then press START to pause. Press A on Controller 1 to refill your health meter, B on Controller 1 to become invincible or C on Controller 1 to bring up a stage-select menu.

## PITFALL: THE MAYAN ADVENTURE

### Stage Select

At the title screen press B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press Up or Down on the D-Pad to switch levels. Start the game.

### Nine Lives

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

### 99 Weapons Power-Up

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

### Go to the ABC Simon Game

At the title screen, press B, A, Down, C, Right, A, B (BAD CRAB).

### Direct to 2600 Pitfall!

At the title screen, press Down, then press A 26 times and press Down again.

## PITFALL: THE MAYAN ADVENTURE (32X)

Each of the following cheats must be entered at the title screen, after the flying boomerang appears.

Warp to 2600 Pitfall!—Down, A 26 times, Down.

Warp to Simon Game—B, A, Down, C, Right, A, B.

Stage Select—C, A, C, A, Down, Up, Down, Left, Down, Up.

Infinite Continues—C, C, C, C, Left, A, Down, Up, Down.

Full Weapons—A, B, Up, C, A, C, A.

Nine Lives—Right, A, Down, B, Right, A, B, Up, Down.

Super Speed—B, A, Right, C, Right, Up, Down.

See Credits—C, Right, Down, C, Right, Down, C, Right, Down.

## POWER MONGER

### Conquest Password

Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

## RADICAL REX

### Stage Select

At the Title Screen, enter A, C, Down, Right, Up, B on Controller 2.

## RBI '94

### Tengen Team

Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team.

## RED ZONE

### Mission Passwords

- Mission 1: ACCBCABBAB
- Mission 2: ABACBCBACABA
- Mission 3: ACCBCABBBA
- Mission 4: ABACBCBACC
- Mission 5: BAAABBBCCBB
- Mission 6: ABBABCAABCA
- Mission 7: BAAABBBCAAAA
- Mission 8: ABBABCAACAC
- Mission Passwords & Invincibility
- Mission 1: BAABAACBCBA
- Mission 2: ABBABACBBC
- Mission 3: BAABAACBCBA
- Mission 4: ABBABACBAC
- Mission 5: BAACAABAACA
- Mission 6: ABBCAACCCC
- Mission 7: BAACAABAABA
- Mission 8: ABBCAACBCBC
- Secret Asteroids Game
- Enter the password ABCACACBCAC. If both controllers are hooked up when

you enter the code, the game will be in two-player mode.

## RINGS OF POWER

### Nude Code

Hold A, B, C, START, and point the D-pad into the Down/Right position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

## RISTAR

### Cheat Passwords

Enter the following passwords for different effects:

- MUSEUM—Boss Rush Mode
- DOFEE—Practice Bonus Rounds
- ILOVEU—Stage Select
- SUPER—"Super" difficulty level appears at the option screen
- MAGURO—Adds a freaky new option to the sound test menu
- XXXXXX—Cancel all passwords

## ROAD RASH II

### First Place Passwords

#### Level One

- 00D8 110N: ALASKA / \$2,000
- 00DH 101B: HAWAII / \$3,000
- 035P 1130: TENNESSEE / \$4,000
- 02J0 117G: ARIZONA / \$5,000
- 02U9 10F5: VERMONT / \$6,000

#### Level Two

- 05BH Q10S: ALASKA / \$3,250
- 038B 1M1V: HAWAII / \$5,250
- 041Q AN33: TENNESSEE / \$7,250
- 05RB 2N73: ARIZONA / \$9,250
- 06IR QMFC: VERMONT / \$11,250

#### Level Three

- 08DA 3N0P: ALASKA / \$4,500
- 0AUB 3M1D: HAWAII / \$8,500
- 06AA 3C30: TENNESSEE / \$12,500
- 08TA RD7M: ARIZONA / \$16,500
- 0DE5 RCF8: VERMONT / \$20,500

#### Level Four

- 0G04 KC0C: ALASKA / \$11,500
- 09ET C918: HAWAII / \$17,500
- 0DDQ 4932: TENNESSEE / \$23,500
- 0J4T 4976: ARIZONA / \$29,500
- 0NGD 49F6: VERMONT / \$35,500

#### Level Five

- 0OQT 590V: ALASKA / \$18,500
- 0FGL 5J13: HAWAII / \$28,500
- 0M44 5J3L: TENNESSEE / \$38,500
- 01UK 5170: ARIZONA / \$48,500
- 25U5 5JFD: VERMONT / \$58,500

### Secret Bike

At the title screen, hold Up+A+C and press START. Now you can choose the secret bike, the Wild Thing 2000.

### Start with any Bike

Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then pick a one-player game and hit START. Now you can choose any bike from the shop.

## ROBOCOP VS. THE TERMINATOR

### PG-13 Code

Press C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, C, A, C, C, A, A, A, B, B, B, A, C, A while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.

### 54 Lives

Press C, C, A, A, B, B, C, C, A, A, B, B while the game is paused. You'll find a secret level and earn 54 lives.

### Weapons Select

Press B, A, C, C, C, A, B, B, A, C, C, C, A, B while paused. Next, start the game again and hold Down+A+B+C to choose different weapons.

### "TurboCop" Mode

Press A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."

### Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold Up and press C to jump. You'll get a message from the game's designer's

that you have found the "Immortality Level."

### Drop Through the Floor

Pause the game and press A, B, C, C, B, A. Hold Down on the D-pad and press C to drop down to the next level.

## SHAQ FU

### Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, quickly press Up, Down, B, Left, Right, B. The screen will flash to confirm the code. Now start the Story mode, the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

### Blood Code

At the Options screen, quickly press A, B, C, C, B, A. The screen will flash; now there's blood in the game.

## SHINING FORCE II

### Configuration Mode

As the Sega logo starts to appear, quickly press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the START button and press A, B or C. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold START and press A, B or C to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

## SHINOBI III RETURN OF THE NINJA MASTER

### Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

### Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press B to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed B at each song and played them in the correct order, you should have heard a brief tone when you hit B at the last tune; the invincibility code is in place.

## SKITCHIN'

### Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

## SONIC THE HEDGEHOG

### Stage Select

At the title screen, press Up, Down, Left, Right. You'll hear a chime. Now









takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

## All The Moves

Enter the password MRBUCKEY. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

## Little Napoleon

Enter the password WEASEL. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

## Whoop Ass Mode

Enter the password SUPERG. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

## Nuclear Waste Man

Enter the password NUCLEAR. Start the game. Your opponent is glowing with nuclear waste.

## TOY STORY

### Invincibility

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toolbox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toolbox and hold **Down** on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

### Stage Skip

At the start of the game, wait for the *Toy Story* title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing **A, B, Right, A, C, A, Down, A, B, Right, A**. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit **START** and press **A** while the game is paused to warp immediately to the end.

## TYRANTS

### Hidden Sinistar Game

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

## URBAN STRIKE

### Passwords

Baja Oil Rigs: CNHLGBR4NBF  
Inside Main Oil Rig: ZLGBWD3PFZD  
Mexico: BVDR6MJYNN  
San Francisco: NDR63P7VZLT  
Alcatraz: H63PMJT4SYL  
New York: LPMJ7V5XFZR  
Las Vegas: GJ7V4TFKYNN  
Casino: BVT45XYCZLT  
Vegas Underground: WR63PMT4SYL

### Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password YCZ9NHLGB77.

To begin in Mexico with 16 lives, enter the password 9G6T9BR6S3V.

## VALIS

### Sound Test

At the title screen, simultaneously press and hold **A, B** and **C**, then press **START**. When the music selection screen appears, use any button to change the music.

## VALIS 3

### View Cinema Displays

At the title screen, hold **A, C, Up** and **Left**, then press **START**.

## Stage Select

At the title screen, hold **Up, A, B** and **C**, then press and hold **START**. When a black screen appears, release the buttons and the stage select menu will show up.

## VECTORMAN

### Hidden Game & Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

### Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

### Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpaue. Try the following codes while the game is paused for different effects:

ABRACADABRA (**A, B, Right, A, C, A, Down, A, B, Right, A**)—Refill your energy counter at any time.

BALL or BALD (**B, A, Left, Left or B, A, Left, Down**)—See the programmers' debugging coordinates.

ABACABB (**A, B, A, C, A, B, B**)—Five dots will appear around Vectorman and follow him wherever he goes.

DRACULA (**Down, Right, A, C, Up, Left, A**)—When you get hit, the game will slow down in order to help you to recover safely.

CALL A CAB (**C, A, Left, Left, A, C, A, B**)—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

### Super Cheat Menu

At the Options menu, press **A, B, A, Down, A, B, B, A**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

## VIRTUA RACING

### Backwards Tracks

Hold **A, B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

## WIZ 'N' LIZ

### Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password TCDT GBBS. Other interesting passwords include BBBB BBBB, TTTT TTTT, CBSK LGQD and

MQHS PKDN. The password MGTP GLLS will take you to the last round of the final level.

### Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

### Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

### Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

### Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

### New Difficulty Level

When the Sega logo comes up on the screen, hold the **A, B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

## WOLVERINE: ADAMANTIUM RAGE

### Passwords

Level 2: MARIKO  
Level 3: SILVER FOX  
Level 4: DEPARTMENT H  
Level 5: MADRIPOOR  
Level 6: ASANO  
Level 7: THE HUDSONS

## WWF RAW (32X)

### Secret Character

While the character-select menu is on the screen, press and hold **Down** on the D-pad, then press the **A** and **B** buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.

## XBAND GAME MODEM

### Hidden Maze Game

Press **Up, Up, Down** when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the maze game for a longer time, press **Down, Down, Left, Left, Right, C** at the main XBAND menu (Challenge/Player List/Mailbox etc.)

### Change Text

To change the way the text moves on XBAND menus, enter one of the following codes at the player-select screen:

Expand and contract—**Up, Down, Up, Up, Down, Left, Up**  
Earthquake effect—**Right, Left, Right, Right, Up, Right, Left**

Restore default "wave" motion—**Left, Right, Left, Left, Up, Left, Right**

### Sound Test

Press **Up, Up, Up, Left, Right, Left, Right, Up** at the main XBAND menu.

### Hidden "Fish Pong" Game

Press **Up, Up, Up, Up, Right, B** at the main XBAND menu.

## X-MEN

### Stage Select and Other Cheats

Disconnect Controller 2 from your

Genesis before you turn the power on. At the title screen, press and hold **A, C**, and **Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

### Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

## X-MEN 2: CLONE WARS

### 99 Lives

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

### Level Skip

Pause the game and press **Left + C**. Then press **Up, Up, Left, Down, Down**, then simultaneously press **Right** and **C**.

### New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press **Right** and **C**. Pause the game and simultaneously press **Left** and **C**.

### Invincibility

Pause the game. Simultaneously press **Up** and **B**. Press **Up, Right, Down, Up, Right, Down, Down, Up, B**. Unpause the game and pause it again. Simultaneously press **Up** and **B** again.

## ZOOL

Note: Each of the following cheats should be done during the game by pressing the **START** button to pause, then continue to hold **START** while pressing the rest of the buttons in the code.

### One Extra Life

Hold **START**, then press **Down, Up, Left, Left, A, Right, Down**. Repeat the code whenever necessary.

### Level Select

Hold **START**, then press **C, Right, A, B, B, A, Left, Left, A, Down**. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press **Up** or **Down** to change the World and **Left** or **Right** to change the Level. When you're ready to warp, hold **A, B** and **C**. You'll return to the title screen where you'll start at level you chose.

### Super Time & Energy Bonus

Hold **START** and hit **Right, A, Down, A, Right, B, Left, Up, Right**. You'll get 240 energy bars. The timer gets set to 999.

### Extra Time & Energy

Hold **START** and press **B, A, Right, Right, A, C, Up, Down, A**. You'll get 30 extra seconds on the timer and six energy bars.

### Brightness

Hold **START** and press **Down, Up, Left, Left**. This makes the dimmed "PAUSE" screen brighter.







Nintendo			SNES			SEGA			PlayStation			Gameboy							
1942	5	Milons Sec Castle	5	7th Saga	39	NBA Live 95	22	After Burner 2	22	NBA Showdown	9	A-Train	39	Mortal Kombat 3	39	Aladdin	33	NBA All Star 2	17
1943	5	Mission Imp	5	Act Raiser	13	NBA Live 96	45	Ahhh Real Monstrs	49	NFL QB Club	9	Agile Warrior-F111	49	NBA In The Zone	39	Alleyway	12	NBA Jam	24
Adv By Billy	5	Monopoly	18	Ahhh Real Monstrs	29	NBA Showdown	13	Aladdin	19	NHL Hockey 95	12	Air Combat	39	NBA Jam-Turn	35	Asteroids/Msl Cmdr	22	NBA Jam-Turn	33
Adv Island	12	NARC	5	Aladdin	29	NCAA Bsktbl	13	Alien 3	18	NHL Hockey 96	35	Air Trilogy	49	NBA Live 96	49	Baseball	9	Nemesis	9
Anticipation	5	Ninja Gaiden	5	Alien 3	25	NFL QB Club	13	Altered Beast	5	NHLPA 93	9	Arcade Classic-Wms	49	NBA Shootout	55	Bases Loaded	12	NFL	9
Ashtynan	5	Ninja Gaiden 2	5	Aliens/Predator	25	NHL Hockey 95	22	Bass Masters	45	PGA Euro Tour	35	Assault Rigs	29	Need For Speed	59	Castlevania 2	9	Ren & Stimpy-SC	16
Back Futr	5	Operation Wolf	5	Bassins Black Bass	45	NHL Hockey 96	45	Batman Forever	25	PGA Tour Golf	25	Bases Load 96-DH	28	NFL Game Day	55	Battle Unit 2th	19	Paperboy	9
Back Dudes	5	Pac-Man	25	Batman Returns	13	NHL Stanley Cup	13	Batman Returns	12	PGA Tour Golf 2	35	Battle Arena Tsh	29	NHL Faceoff	55	Battletoads	15	Play Act Ftbl	8
Baseball	4	Paperboy	5	Battlods/Dbl Dragn	22	Out Of This World	13	Battle Tech	35	PGA Tour Golf 3	35	Battle Arena Tsh 2	45	Novastorm	19	Bo Jackson	12	Olx	9
Baseball Smtr	4	Pitbull	5	Beavis & Butthead	22	Paladins's Quest	29	Beavis & Butthead	19	PGA Tour Golf 96	45	Beyond the Beynd*	49	Offworld Extreme	29	Caesars Palace	22	Radar Mission	9
Baseball Stars	18	Platoon	5	Big Hurt Btbl	45	Paperboy 2	19	Big Hurt Btbl	39	Phantasy Star 2	25	Big Hurt Baseball	45	Panzer General	39	Castlevania 2	9	Ren & Stimpy-SC	16
Bases Loaded	5	Play Act Ftbl	5	Boxing Legends	18	PGA Tour Golf	39	Bill Walsh Ftbl 95	9	Phantasy Star 3	22	Branded 13	38	PGA Tour Golf 96	59	Castlevania Adv	8	Revenge Of Gator	9
Bases Loaded 2	5	POW	5	Brain Lord	29	PGA Tour Golf 96	59	Boogerman	25	Pitfall	7	Chessmaster 3D	35	Philomosa	35	Centipede/Millipee	28	Simpsons-Escape	19
Bases Loaded 3	5	Pro Am Racing	5	Breath of Fire	35	Pilot Wings	13	Boxing Legends	15	Pitfighter	7	Chronics O Swrd*	45	Power Serve Tennis	25	Chase HQ	15	Snake Or Die 1-B&R	8
Batman	5	Pro Wrestling	5	Breath of Fire 2	79	Pitfall Harry	25	Bubsy	25	Power Rangers	18	College Slam	22	Primal Rage	35	College Slam	19	Solar Striker	9
Battletoads	5	Punch Out	5	Bubsy	29	Pitfighter	13	Bulls vs Blazers	5	Primal Rage	28	Creation Shock	49	Raiden	29	Cutthroat Island	24	Solitaire Fun Pack	24
Bionic Commando	5	Racer 2	9	Bulls vs Blazers	13	Populous	5	Bulls vs Lakers	4	Prime Time NFL	12	Critcom	29	Rayman	35	Defender/Joust	24	Space Invaders	9
Blaster Master	5	Racer 2	9	Capit America	13	Power Rangers	22	Capit America	15	Quackshot	12	Cyber Speed	28	Resident Evil	59	Donkey Kong	25	Spiderman	15
Boy & His Blob	5	Rambo	5	Castlevania 4	13	Primal Rage	28	Chakan	4	RBI Bsktbl	12	Cyberia	29	Return Fire	39	Donkey Kong Land	37	Spiderman 2	15
Bubble Bobble	12	Rampage	5	Castlevania 4	28	Ren & Stimpy Vdts	13	Champion	49	Ren & Stimpy	22	Cybered	29	Revolution X	29	Double Dragon	12	Star Trek Nxt Gen	17
Butt Ninja	5	RBI Bsktbl	3	Champ Loop	28	Robo Trek	29	Cliffhanger	12	Revenge Shnobi	9	D	35	Ridge Racer	45	Dr Mario	13	Star Wars	24
Capt Skyhawk	5	Renegade	5	Chrono Trigger	55	Samurai Shodown	19	Clue	55	Revolution X	19	Darkstalkers	45	Road Rash	55	Earthworm Jim	33	Supr Mario Lnd	15
Castlevania	5	Rescue Emb Mis	5	Cyberfights	15	Secret Of Evmore	39	Coach K Bsktbl	25	Risk	55	Defcon 5	25	Romance 3 Kgdms 4	45	F 1 Racer	9	Supr Mario Lnd 2	24
Castlevania 2	5	Rescue Rangers	5	College Slam	39	Secret Of Mana	39	College Fb	29	Road Rash	25	Descent	28	Shock Wave Asslt	29	Final Fant Adv	35	Supr Mario Lnd 3	29
Castlevania 3	5	Robo Cop	5	College Slam	35	Shadowrun	29	College Fb 2	29	Road Rash 2	29	Destruction Derby	49	Sim City 2000*	49	Final Fant Leg	27	Supr RC Pro Am	13
Cobra Triangle	5	Roger Clemens Btbl	5	College Slam	15	Shaq Fu	13	College Ftbl USA 96	13	Road Rash 3	49	Discworld	39	Skeleton Warriors	49	Final Fant Leg 2	39	Supr Return Jdgt	25
Commando	5	Rush N Attack	5	College Slam	15	Sim City	45	Columns	28	Road Rash 3	49	Doom	49	Street Fight-Alpha	45	Fist Of N Star	9	Supr Scrabble	29
Contra	5	Rygal	5	Death Valley Rly	13	Simpsions B Ntmr	13	Comix Zone	35	Sesame St Ont Cfte	25	ESPN Extrme Gms	49	Street Fight-Alpha	45	Galaga/Galaxian	29	Tecmo Bowl	9
Deadly Towers	5	Section 2	5	Desert Strike	28	Slam Masters	15	Conix Zone	35	Sesame St Ont Cfte	25	Extreme Pinball	45	Street Ftr-Movie	28	Golf	13	Tennis	9
Deck Tracy	5	Shadowgate	5	Donkey Kong City	28	Shadowblazer	29	Contra Hard Corps	25	Shadow Dragon	7	Fade To Black*	45	Takken	49	Home Alone	13	Terminator 2	9
Donkey Kong Cls	19	Silent Service	5	Donkey Kong City2	49	Spawn	28	Cool Spot	25	Shadow Dragon	7	FIFA Soccer 96	49	Theme Park	55	Jurassic Ark	13	Tetris	9
Double Dragon	5	Simpsions B vs SM	5	Drakken	7	Star Fox	13	Crystal Pony Tales	22	Shining Drkns	15	GEK	49	Thunderstrike 2	49	Kid Icarus	13	Tetris Blast	24
Double Dragon 2	5	State Of Die 1	5	Earthworm Jim	35	Star Trek Nxt Gen	25	Cutthroat Island	29	Shining Drkns	15	Goal Storm	39	Total Eclipse	18	Killer Instinct	28	TMNT 1 FFC	9
Double Dribble	5	Snake Rattle	5	Earthworm Jim	35	Star Wars	15	Cyborg Just	9	Shining Force	45	Hardball 5	35	Triple Play 97	18	Kirbys Dmnd	22	TMNT 2	12
Dr Mario	5	Snakes Revenge	5	ESP Baseball	13	Street Ftr 2	13	Desert Strike	9	Shining Force	45	Hi-Octane	39	Twisted Metal	45	Kirbys Dmnd2	29	Top Gun	13
Dragon Warr	5	Snrt Rattle	5	Eye Of Beholder	13	Stunt Race FX	19	Earthworm Jim	39	Sonic & Knuckles	25	Johnny Bazoookatne	39	V-Tennis	45	Kirbys Pinball	49	Toy Story	19
Dragon Jett	5	Solar Jettman	5	F Zero	9	Super Mario RPG	65	Ecco The Dolphin	15	Sonic Hdgohg 2	7	Jumping Flash	39	Viewpoint	25	Kwik	9	Wave Race	13
Exotekbike	5	Solstice	5	FIFA Soccer	22	Super Bases Lded	13	Eternal Chmps	12	Sonic Hdgohg 2	7	Klank-DNA Impert	19	War Hawk	38	Mario Picross	24	WWF King Of Ring	17
Faxanadu	5	Solstice	5	Final Fantasy 2	49	Super Battletank 2	22	Evander Hyfms	5	Sonic Hdgohg 3	28	Kings Field	39	Wing Commander 3	45	Mega Man	24	WWF Superstars	13
Fester's Quest	5	Star Hunter	5	Final Fantasy 3	49	Super Battletank 2	22	F 22 Interptr	15	Spiderman	12	Krazy Ivan	39	Wipeout	45	Golf	13	Terminator 2	9
Final Fantasy	5	Star Voyager	5	Final Fantasy MQ	13	Super Caesars	45	Family Feud	45	Spiderman/X-Men	19	Lemmings 3D	29	WWF Vltima-Arcd	35	Monopoly	29	Yoshis Cookie	18
Friday 13th	5	Strider	5	Final Fight	13	Super Caesars	45	FIFA Soccer 95	29	Star Flight	18	Loaded	49	X-Com-UFO Ops	49	Mortal Kombat	17	Zelda Link	19
Galactic Patrol	5	Supr Contra	5	Final Fight	13	Super Empire Strks	15	FIFA Soccer 95	29	Star Flight	18	Magic Carpet	45	Zero Divide	28	Mortal Kombat 2	25	Zoop	24
Gauntlet 2	5	Supr Contra	5	Flashback	18	Super M Alst & Wld	35	Flashback	39	Star Trek Nxt Gen	18	MLB Pinball Race*	49	Playstation Deck	175	Motor Cross Mniac	9	Game Boy Unit	29
Gauntlet 2	5	Supr Glove Ball	5	Genghis Khan 2	39	Super Mario Alst & Wld	35	Garfield	29	Streets Rage	9								
Ghosts & Gblns	5	Supr Glove Ball	5	Gradius 3	8	Super Mario Alst & Wld	35	General Chaos	22	Streets Rage 2	9								
Goal	5	Supr Glove Ball	5	Griffy's Win Run	49	Super Mario Alst & Wld	35	Ghouls Ghosts	9	Supr Monaco GP	18								
Golgo 13	5	Supr Glove Ball	5	Griffy's Btbl	29	Super Mario Alst & Wld	35	Golden Axe 2	15	Supr Strt Ftr 2	18								
Goonies 2	5	Supr Glove Ball	5	Head-On Soccer	29	Super Play Act Fb	5	Golf	9	Sword Vermion	12								
Gotcha	5	Supr Glove Ball	5	Home Alone	13	Super Punch Out	18	Greatest Hywts	12	Tazmania	12								
Gradius	5	Supr Glove Ball	5	Illusion of Gaia	22	Super Return Jdgt	28	Gunstar Heroes	28	Team USA Bsktbl	9								
Guardian Legend	5	Supr Glove Ball	5	Indy Jones Adv	19	Super Solitaire	45	Hard Drvin	15	Tecmo Super Bowl	9								
Hogans Ally	5	Supr Glove Ball	5	Joe & Mac	19	Super Strt Ftr 2	22	Hardball 94	19	Tecmo Super Bowl 3	29								
Hoops	5	Supr Glove Ball	5	John Madn 93	5	Super Strt Ftr 2	22	Jeopardy Dlx	39	Terminator 2-Arcd	29								
Joe Hockey	5	Supr Glove Ball	5	John Madn 94	22	Super Strt Ftr 2	22	John Madn 95	25	Tiny Toons	25								
Jean Warriors	5	Supr Glove Ball	5	John Madn 96	22	Super Strt Ftr 2	22	Judge Dredd	18	TNT Hyperstone	22								
Jorn Sword	5	Supr Glove Ball	5	Judge Dredd	18	Super Strt Ftr 2	22	Jungle Strike	25	TNN Bass Trmnt	25								
Jrnl	5	Supr Glove Ball	5	Jurassic Park	19	Super Strt Ftr 2	22	Jurassic Park	9	Toe Jam & Earl	35								
Jaws	5	Supr Glove Ball	5	Justice League	28	Super Strt Ftr 2	22	Kid Chameleon	15	Tony Lam & Russa	5								
John E Qback	5	Supr Glove Ball	5	Killer Instinct	35	Super Strt Ftr 2	22	King Salmon	12	Tony La Russa 95	9								
Jordan vs Bird	5	Supr Glove Ball	5	Lemmings	28	Super Strt Ftr 2	22	Land Stalker	18	Tony La Russa 95	9								
Karate Champ	5	Supr Glove Ball	5	Lethal Enfr	28	Super Strt Ftr 2	22	Lethal Enfr	22	Tony La Russa 95	9								
Karnov	5	Supr Glove Ball	5	Lethal Enfr 2	13	Super Strt Ftr 2	22	Lethal Enfr 2	25	Triple Play 96	12								
Kid Icarus	5	Supr Glove Ball	5	Lion King	29	Super Strt Ftr 2	22	Liberty or Death	39	Uncharted Wtrs NH	38								
Knight Rider	5	Supr Glove Ball	5	Lufia	39	Super Strt Ftr 2	22	Lion King	22	Urban Strike	29								
Kung Fu	5	Supr Glove Ball	5	Magic Quest	22	Super Strt Ftr 2	22	Mario Lemieux	9	Vector Man	38								
Legacy Of Wiz	5	Supr Glove Ball	5	Mario Is Missing	19	Super Strt Ftr 2	22	Maximum Carnage	18	Victory Racing	35								
Legend Of Kage	5	Supr Glove Ball	5	Mario Kart 3	35	Super Strt Ftr 2	22	Menacer Game	2	Warriors Etrnl Sun	19								
Life Force	5	Supr Glove Ball	5	Mech Warrior	22	Super Strt Ftr 2	22	Mickey Msk Cstl	19	World Series 95	35								
Lil Nemo Dream	5	Supr Glove Ball	5	Mega Man X	19	Super Strt Ftr 2	22	Might & Magic	45	World Series 95	35								
Mad Rider	5	Supr Glove Ball	5	Mega Man X2	45	Super Strt Ftr 2	22	MLBPA Btbl	25	WWF Raw	25								
Magic Johnson	5	Supr Glove Ball	5	Mickey Mania	28	Super Strt Ftr 2	22	MLBPA Btbl	25	WWF Royal Rumble	19								
Major Lk Btbl	5	Supr Glove Ball	5	Monopoly	59	Super Strt Ftr 2	22	Mortal Kombat	19	X-Men	28								
Maniac Mansion	5	Supr Glove Ball	5	Mortal Kombat	13	Super Strt Ftr 2	22	Mortal Kombat 2	39	X-Men 2	28								
Martie Madns	5	Supr Glove Ball	5	Mortal Kombat 2	35	Super Strt Ftr 2	22	Mortal Kombat 3	39	Zero Tolerance	25								
Mega Man 2	5	Supr Glove Ball	5	NBA Allstars	13	Super Strt Ftr 2	22	NBA Allstar Chlg	7	Zombies Ate Nghbr	19								
Mega Man 3	5	Supr Glove Ball	5	NBA Gie & Go	35	Super Strt Ftr 2	22	NBA Jam	19	Zoop	19								
Metal Gear	5	Supr Glove Ball	5	NBA Jam	19														

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Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once,  $\Delta$  six times,  $\times$  six times and  $\square$  nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

#### Secret Cheat Mode

During the opening demo, quickly press  $\times$ ,  $\square$ ,  $\Delta$ , **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Code. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press  $\times$ , **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

#### NBA JAM T.E.

##### Secret Characters

To access a secret character, hold the **L1** and **R1** buttons and enter the initials and birthdates as follows:

Bill Clinton—BIL Jun 3  
Hilary Clinton—HIL Nov 6  
Prince Charles—CHA May 4  
Heavy D—HEA Jan 9  
Jazzy Jeff—JAZ Oct 9  
Fresh Prince—FRS Feb 2  
Frank Thomas—FNK Jan 8  
Larry Bird—LAR Jan 15  
Benny the Bull—BEN Sep 20  
Charlotte Hornet—HOR Jan 12  
Minnesota Timberwolf—WOR Mar 7  
Phoenix Suns Gorilla—APE Apr 2  
Adrock—ADR Apr 6  
MCA—MCA Apr 9  
Mike D—M D Jul 1  
Moore—MOE Jun 8  
Gordon—GOR Jul 3  
Renaldo—REN Feb 4  
Shelley—SHY Jun 8  
Blaze—BLZ Jan 14  
Turmoil—TUR Jan 31  
DiVita—DIV Jul 3  
Goskie—GOS Jan 6  
Rivett—REV Jul 6  
Carlton—CAL Mar 25  
Liptak—LIP Jan 14  
Mack Hair—STH Dec 8  
Kirby—GHR Dec 18  
Moon—JAY Aug 24  
Falcus—JAS Nov 16  
Snake—SNK Jun 15  
Hill—ZIG Apr 7  
Catling—CAT Jan 2  
Hutchinson—BAR Apr 9  
Falcus—DAZ Aug 6  
Hodgson—HOG Dec 31  
Tunnicliff—SAT May 7  
Whitaker—JAX Mar 1  
Muskett—MUS Dec 24  
McHugh—BAA Jul 19  
Higgins—TOM Feb 19  
Gray—ROB Feb 23  
Feinstein—DAN Jan 2  
Burgess—LIZ Aug 7  
Gunter—GUN Jan 11  
Rosen—SAW Apr 10  
Wanat—WAN Jun 10  
Chaudhri—CHD May 5  
Gow—GOW Jun 17  
Thienvanich—THI Nov 1  
Kuby—KUB Apr 14  
DeLucia—DEF Oct 19  
Samulski—AIR Jan 21

##### Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle

through the line-ups with the **SELECT** button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

##### Power-Up Codes

Just like all of the other versions of *NBA JAM*, the *PlayStation Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage:  $\uparrow \uparrow \uparrow \downarrow \downarrow \downarrow \Delta$

Powerup Dunks:  $\leftarrow \rightarrow \times \square \square$

Powerup Defense:  $\rightarrow \uparrow \downarrow \downarrow \downarrow \uparrow$

Powerup 3-Pointers:  $\uparrow \downarrow \downarrow \downarrow \downarrow \uparrow \uparrow$

Powerup Fire:  $\downarrow \rightarrow \rightarrow \square \Delta \leftarrow$

Quick Hands:  $\leftarrow \leftarrow \leftarrow \leftarrow \rightarrow \rightarrow$

Max Power:  $\rightarrow \rightarrow \leftarrow \rightarrow \times \times \rightarrow$

High Shots:  $\uparrow \uparrow \uparrow \downarrow \downarrow \downarrow \square \square \square \square \downarrow$

Push one opponent and both fall:  $\uparrow \uparrow \uparrow \uparrow \uparrow$

$\leftarrow \leftarrow \leftarrow \leftarrow \square \square$

Push one opponent and only his teammate falls:  $\uparrow \uparrow \uparrow \uparrow \leftarrow \leftarrow \leftarrow \leftarrow \square \Delta$

Baby Mode:  $\square \square \square \square \square \square$

Huge Mode:  $\Delta \times \Delta \times \Delta \times \Delta \times \Delta \times \Delta \times \Delta \times$

$\Delta \times$

Big Head:  $\Delta \times \square \square \square \square \square \square$

Mammoth Head:  $\square \times \square \square \square \times \square \times \square \times \square \times \square \times$

$\Delta \times \square \times \Delta$

#### NBA SHOOT OUT

##### All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press **R1**, **L1**, **R1**, **L1**, **R2**, **L2**, **R2**, **L2**. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press **R1**, **R1**, **R2**, **L2**, **L1**, **L2**, **L1**, **L2** at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

##### Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the **L1**, **L2**, **R1** and **R2** buttons. The distracting game statistics will disappear.

#### THE NEED FOR SPEED

##### Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

##### "Rally" Tracks

With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1+R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

##### Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

##### Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

#### NFL GAMEDAY

##### Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense

DEFENSE—Gives you a high-powered defense

JUICE—Gives you a more powerful "speed burst" from the X button when running STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier...and hang on to them when you get hit

BIG BOYS—Makes the linemen look bigger

CANNON ARM—Lets your quarterback throw farther

STERIODS—Players fly farther when hit

CRUNCH TIME—Injuries happen more frequently

PICK CITY—Interceptions are easier

SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

MAYHEM

URNOTREDE

EEGGCODE13

EEGGCODE14

EEGGCODE15

#### RAYMAN

##### Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

##### Picture-in-Picture

Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the **R2** button down and press  $\square$ ,  $\square$ , **Left**,  $\square$ ,  $\square$ . A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

##### Full Power-Up + 99 Lives

Press the **START** button to pause the game, then enter the following code carefully: Press and continue to hold **L2**, **R1**, **L1**, then **R2**, then release the buttons in this order: **L1**, **L2**, **R2**, **R1**. Next, press and release  $\square$ , then press and continue to hold **Left**,  $\square$ , then  $\Delta$ . Finally, release the buttons in the following order: **Left**,  $\Delta$ ,  $\rightarrow$ ,  $\square$ .

#### RIDGE RACER

##### Title Screen Tricks

If you hold the **L1** and **R1** buttons at the title screen, you can manipulate the flag as follows:

D-pad Up: Tilt back

D-pad Down: Tilt forward

D-pad Left: Rotate clockwise

D-pad Right: Rotate counter-clockwise

$\square$  Spin left

$\square$  Spin right

$\times$  Zoom in

$\Delta$  Zoom out

**START**: Make the flag transparent

##### Rotate Cars

At the Car Select screen, use the **L1** and **R1** buttons to change the speed and direction in which the car is rotating.

##### Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

##### Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

##### Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right

through the wall to race in "Mirror Mode".

#### Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

#### RISE 2: RESURRECTION

##### Boss Codes

Enter the following codes on either controller at the character-select menu. The bosses will appear at the bottom of the screen.

Vitriol: **Right**, **Right**, **Right**, **Up**, **Up**, **Down**, **Left**, **Left**, **Down**, **Down**, **Up**, **Right**, **Down**, **Right**, **Up**, **Left**, **Up**

Assault: **Right**, **Up**, **Right**, **Down**, **Right**, **Up**, **Up**

Mayhem: **Left**, **Right**, **Down**, **Left**, **Up**, **Left**, **Down**, **Left**, **Down**

#### SHELLSHOCK

##### Cheat Menu

Access the main title screen and press **Up**, **Down**, **Left**, **Right**, **Down**, **Down**, **Right**, **Right**,  $\rightarrow$ . You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press **Left** or **Right** at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.

#### SKELETON WARRIORS

##### Invincibility

At any time during the game, press **START** to pause, then press **Down**,  $\square$ ,  $\rightarrow$ , **Up**,  $\times$ . Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

#### SLAM 'N JAM '96

##### FEATURING MAGIC & KAREEM

##### Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press  $\times$  or **START**; as the screen disappears, immediately tap the **L1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

##### Small Player Mode

As above, get to the second "Scouting Report" screen, highlight "Continue" and press  $\times$  or **START**; as the screen disappears, immediately tap the **R1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny.

##### Shot Percentage Indicator

As above, get to the second "Scouting Report" screen, highlight "Continue" and press  $\times$  or **START**; as the screen disappears, immediately press and hold the **L1** button until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

#### STREET FIGHTER ALPHA

##### Secret Characters

To play as a hidden character, highlight the "???" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "???" box and pressing **Down**.

M. Bison (Player 1)—Hold the **L2** button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, then  $\rightarrow$  and  $\Delta$  simultaneously.

M. Bison (Player 1)—Hold the **L2** button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**, **Down**, then  $\rightarrow$  and  $\Delta$  simultaneously.

To choose the alternate-color Bison, end





the code by pressing **X+O** simultaneously instead of **↑+△**. Akuma (Player 1)—Hold the **L2** button and press **Left, Left, Down, Down, Down**, then **↑+△** simultaneously.

Player 2—Hold the **L2** button and press **Right, Right, Down, Down, Down**, then **↑+△** simultaneously.

To choose the alternate-color Akuma, end the code by pressing **X+O** simultaneously instead of **↑+△**.

Dan (both players)—Hold the **L2** and **R2** buttons and press **△, △, X, X, O, △**. To choose the alternate-color Dan, hold **L2** and **R2** and press **△, △, X, X, △, △**.

## STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, R1, Down, L2, Right, L1, Left, R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

## TEKKEN

Galaga Secrets

To continue playing the Galaga loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the **L** and **R** buttons on top of the controller. Holding the **△** button gives you rapid-fire.

Double Ships

There are two ways to get twin ships in the mini-Galaga game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up, L1, △** and **X** on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego.

Play as the Boss

You've probably noticed the extra characters that you can earn in Tekken by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold **↵** on the D-pad

Paul: Hold **↵** on the D-pad

Law: Hold **↵** on the D-pad

Jack: Hold **↵** on the D-pad

Nina: Hold **↵** on the D-pad

King: Hold **↵** on the D-pad

Yoshimitsu: Hold **↵** on the D-pad

Michelle: Hold **↵** on the D-pad

Heihachi: Hold **L1+L2+R1+R2**

Lee: Hold **L1+L2+R1+R2+↑** on the D-pad

Kuma: Hold **L1+L2+R1+R2+↵** on the D-pad

Wang: Hold **L1+L2+R1+R2+↵** on the D-pad

P. Jack: Hold **L1+L2+R1+R2+↵** on the D-pad

Anna: Hold **L1+L2+R1+R2+↵** on the D-pad

Armor King: Hold **L1+L2+R1+R2+↵** on the D-pad

Ganryu: Hold **L1+L2+R1+R2+↵** on the D-pad

Kunimitsu: Hold **L1+L2+R1+R2+↵** on the D-pad

This also works on Controller 2. For example, if both players hold all four **L** and **R** buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Mystery Fruits

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in Tekken. Can you unlock the mystery of Battle 25 and its Special Flag? You'll also see some characters from Pac-Man including the dot-eater himself.

## TOTAL ECLIPSE TURBO

Full Power-Up

During any stage, press the **START** button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: **△, △, △, △, △, △, L1, L1+R1, SELECT, SELECT**. (Note: The plus sign means that the **L1** and **R1** buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press **△, △, L1, L1, L1, △** very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press **△, L1, △**, release **SELECT**, press **△, L1, △, L1, △**. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp.

## TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press **Right** on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

**△, △, △, △, △**—Warehouse District Warfare

**X, △, △, △, △**—Freeway Free For All

**X, △, △, △, △**—River Park Rumble

**X, △, △, △, △**—Assault on Cyburia

**△, X, △, X, △**—Rooftop Combat—The Final Battle

**△, X, △, △, △**—Battle with Minion

**△, △, △, △, △**—Secret Level: The Fight of Your Life

**△, △, △, △, △**—Infinite Weapons

**△, △, △, △, △**—Invincibility

**△, △, △, △, △**—Helicopter Camera Angle

## UTENNIS

Secret Characters

At the character-select screen, highlight any character and press **L2, L2, R1, R1, Down, △, △, △, △, X**. You'll hear a kung-fu movie shout ("Attoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time his racket touches the ball. To find a female secret character, access the character-select screen and highlight any player as before. This time, hold **L1, R2, Up** and **△**; then, while holding those buttons down, press **X**. You'll hear a little "Yelp!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

## WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

CHEAT CODES

**△, △, △, △, △**—Preview the Epilogues

**△, △, △, △, △**—Check the Special Upgrades

**△, △, △, △, △**—Preview the Movies

**X, △, △, △, △**—Kali Mode (Powered-Up Weapons)

**△, △, △, △, △**—Thor Mode (9999 Flash Bombs)

**△, △, △, △, △**—Infinite Weapons

**△, △, △, △, △**—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

STAGE CODES

**△, △, △, △, △**—Desert Level

**△, △, △, △, △**—Pyramid Has Risen

**△, △, △, △, △**—Desert is All But Done

**△, △, △, △, △**—Canyon Level

**△, △, △, △, △**—In the Canyon with Amber

**△, △, △, △, △**—In the Canyon with Belle

**△, △, △, △, △**—In the Canyon with Crystal

**△, △, △, △, △**—Approaching Uma

**△, △, △, △, △**—Airship Level

**X, △, △, △, △**—Post-Transformation Airship

**X, △, △, △, △**—Airship Rear Hanger is Open

**△, △, △, △, △**—Volcano Level

**△, △, △, △, △**—Volcano Boss is Active

**△, △, △, △, △**—Gauntlet Level

**△, △, △, △, △**—East Gauntlet Boss

**△, △, △, △, △**—West Gauntlet Boss

**△, △, △, △, △**—In with the Gatekeeper

**△, △, △, △, △**—Stormland

**△, △, △, △, △**—Above 1st Force Field

**△, △, △, △, △**—Above 2nd Force Field

**△, △, △, △, △**—Above 3rd Force Field

**△, △, △, △, △**—Kreel's Door is Open

**△, △, △, △, △**—Face-to-Face with Kreel

## WIPEOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START, △** and **O** and press **X**. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press **X**. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

## WWF WRESTLEMANIA THE ARCADE GAME

Invincibility

At any time during the game, press the **START** button to pause, then press **X, △, R2, Up**. You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible.

Stop the Timer

At any time during the game, press the **START** button to pause, then press **X, △, R2, Left**. You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.

Super Strength

At any time during the game, press the **START** button to pause, then press **X, △, L2, Down**. You'll see the screen flash for an instant. When you unpause, your wrestler will be powered-up; all attacks will do extra damage.

Weaken Opponent

At any time during the game, press the **START** button to pause, then press **X, △, L2, Right**. You'll see the screen flash for an instant. When you unpause, your opponent will be weakened; all of his attacks will do less damage.

Cancel Cheats

If you have entered one or more of the above cheats and you want to cancel the effects without restarting the game, just pause the game and press **△, O, △, X**. You'll see the screen flash for an instant; now all of the cheats have been disabled.

Combo Code

At the player select menu, hold the **L1** and **R2** buttons and press **X, X, O, △**. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll

find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

## ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.

Alternate Character Color/Texture

Press **Up** + any button when choosing your fighter at the character-select screen.

Additional Color Choices

After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold **SELECT**. Now push any other button (including the **L** and **R** buttons) to choose different character colors.

Watch Mode

To watch the computer fighting itself, hold **L1+L2+R1+R2+Down** on Controller 1 and choose "VS Play."

Stage Select

When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character-select screen in "VS Play" mode.

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Options" at the title screen, then grab Controller 2 and hold **L1+L2+R1+R2+START+SELECT**; you'll see a secret NECO comic strip.

Secret Bosses

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold **L1+L2+R1+R2**, then **SELECT**, then **START**. The text box will say "XTAL" but you will really be fighting against NECO.

Boss Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues.

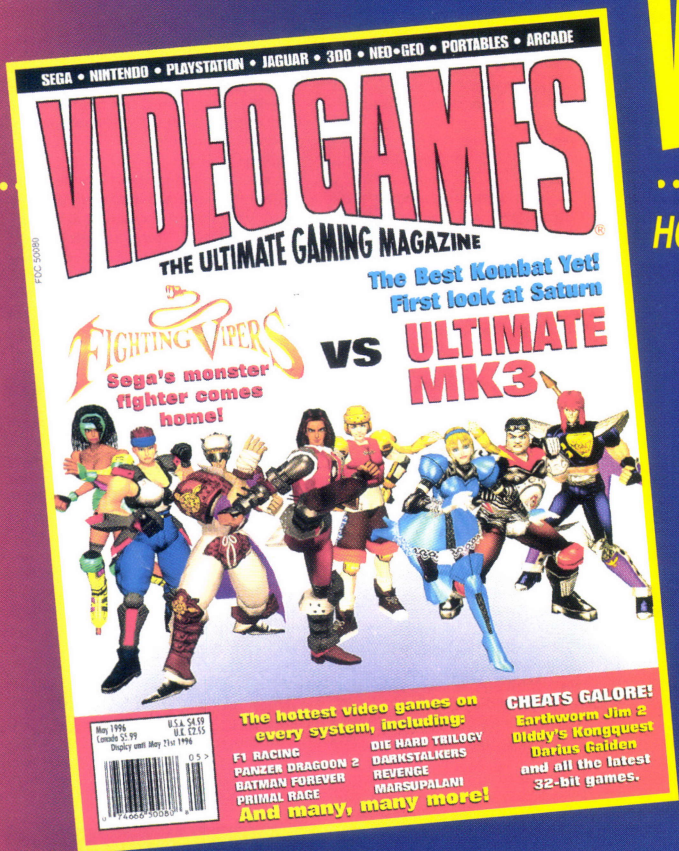
Flat-Shaded Turbo Mode

The coolest *Zero Divide* cheat has two steps: You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold **L1+L2+R1+R2** on Controller 1 and press **Down**. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled, maybe even quadrupled! To disable the "Shadow Obj" option and return the game to normal, just highlight "Match Point", hold **L1+L2+R1+R2** and press **Down** again.

Hidden Game

Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.



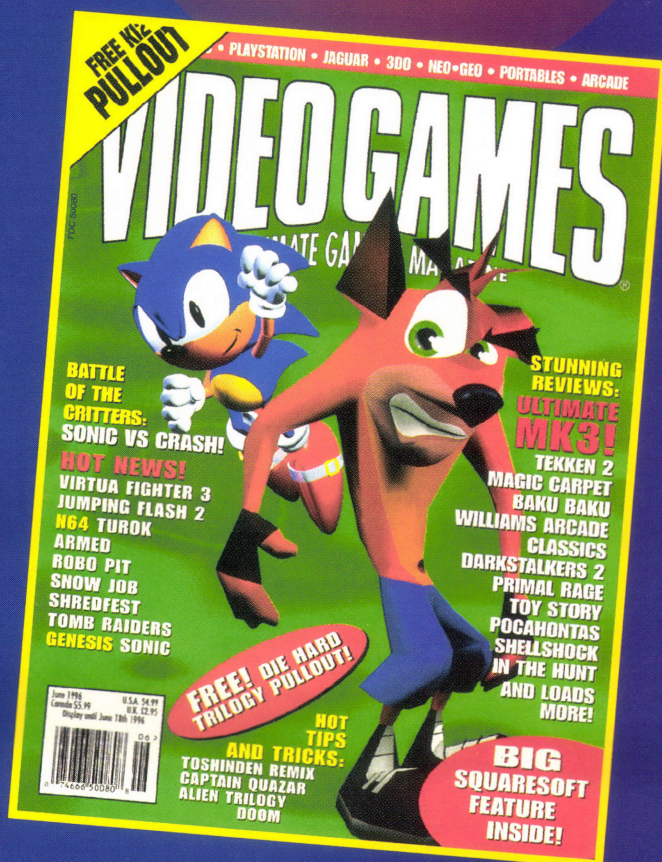


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## BAKU BAKU ANIMAL

### League Mode

At the title screen—while the words “Press Start Button” are flashing on the screen, spell the game’s title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You’ll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you’ll find a new option called “League Mode”. Here are rough translations of what the menu items say at the League Mode screen:

- **Game Start:** Start a game in League Mode. When you choose this item, you’ll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are “View Records” (see description below) and “Return to League Mode Menu”.

- **Name Entry:** Choose from one of five save slots and enter your name. Move the cursor to the “ABC” item and you’ll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says “backspace” and the one in the lower right corner means “done”.

- **Delete Name:** Use this option to remove any of the registered names from the machine’s memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say “Yes”.

- **View Records:** Use this option to check your stats. The first screen shows your winning percentage; highlight your name and press **A** or **C** to view your win/loss records against each player.

- **View Records / Return to Main Menu:** The next-to-last menu item brings up a quick description of how the League Mode works; there’s really nothing here that you can’t figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

## BATTLE ARENA TOSHINDEN REMIX

### Big Heads

Hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you’ll see that both characters have enormous heads.

### Custom Camera

Press **START** during a battle to pause the game. Choose “OPTIONS”; then, at the options menu, highlight any option except “Exit” and hold the **L** button. While holding **L**, move the cursor to “EXIT” and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons:

- L**—Rotate the playfield clockwise
- R**—Rotate the playfield counter-clockwise
- D-pad**—Pan the camera up, down, left or right
- Y**—Zoom in
- X**—Zoom out

Press **START** to bring the “Pause” menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you’ll be back in the “custom camera” mode.

## BLACKFIRE

### FMV Fiesta

To watch all of *BlackFire*’s full-motion video sequences, enter the following code while the words “PRESS START

“BUTTON” are flashing on the title screen: **Z, A, Z, A, B, A, B, Y, C, A, C, A**. The intermission scenes will automatically start up; press **A** to stop any scene and skip to the next one.

### Infinite Weapons + Fuel

At the title screen—while the words “Press Start Button” are flashing—press **L, A, Z, Y, A, Down, Down**. You’ll hear a voice say, “There she is! Beans and bullets on the way!” With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

### Invincibility

Also at the title screen—while the words “Press Start Button” are flashing—press and hold **A**, then **B**, then **C**; then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You’ll hear a voice say, “You are on the wrong team.” With this code in place, start the game and you’ll find that your helicopter is invincible.

### Stage Skip

Again, at the title screen—while the words “Press Start Button” are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You’ll hear a voice say, “Black hole engaged.” With this code in place, start the game and use the following commands to skip to different levels:

- Skip ahead one level: Hold **A, B, C** and **Up** and press **L**.
- Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.

## BUG!

### Stage Skip

Press **START** at the first title screen to bring up the words “Start Game” and “Options”. Now press **B, A, B, Y, Down, Right, A, L, Down**. (The **L** represents the button on top of the controller, not **Left** on the D-pad.) You’ll hear the Bug yell, “Yike!” to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.

## CLOCKWORK KNIGHT

### 999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z, X, Y, Y, Y, Z**.

### Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words “PRESS START BUTTON” are flashing on the title screen. The words “Betsy’s Room” will appear; press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R** to add a “Last Boss” option to the list.

## CLOCKWORK KNIGHT 2

### Boss Select

Choose “Bosses Galore” from the main menu; then, when the “Bosses Galore” title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You’ll see the name “Bob” on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

### Hidden Mini-Games

Choose the “Bosses Galore” option; then, while the “Bosses Galore” title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You’ll hear a little tune and the word “Minigame” will appear. Now choose “Start” to find the hidden “Mini-Games Corner” menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepper-

ouchau from the “Loading” screen. There’s even a crazy driving game starring BaroBaro.

### 999 Lives

Choose “Part 2” from the main menu, then—when the *Clockwork Knight 2* logo appears and the words “PRESS START BUTTON” are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words “Player 999” will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

### Stage Select

Choose “Part 2” from the main menu, then—when the *Clockwork Knight 2* logo appears and the words “PRESS START BUTTON” are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage.

### See the Ending

Choose “Part 2” from the main menu, then—when the *Clockwork Knight 2* logo appears and the words “PRESS START BUTTON” are flashing on the screen, press **Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**. The word “Ending” will appear on the screen. Now choose “Start” to see the cinematic sequence from the end of the game, including the cast’s final curtain call.

### Secret Screens

*Clockwork Knight 2* uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

### Control the Level 1 Boss

It’s tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you’ll have a better chance at trying. Here goes: As soon as the snake boss appears in the “Kid’s Room” boss stage, you’ll see a spotlight appear on him and he’ll yell into the microphone. While the spotlight is on, quickly press **Left, Right+B+C, Right+B+C** on Controller 2. If you can get this code to register, you’ll be controlling the boss with Controller 2. Here are the controller commands:

- D-pad **Left, Right**—Move the boss left or right

- D-pad **Up, Down**—Move the boss closer or farther away

- Z, C**—Move the boss up or down

- A, B, Y, L, R**—Make boss noises

- X**—Toggle the room light on or off

If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.

### Control the Level 2 Boss

You can also control the monkey boss in the “Study Room” level. When the piece of paper first transforms into the monkey, he’ll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he’s finished grunting. Now you can control the boss with Controller 2. Here are the controller commands:

- D-pad **Left, Right**—Make the boss face left or right

- A**—Make the monkey beat his chest

- B**—Pick up Pepperouchau and slam him to the ground (if you’re close enough)

- C**—Jump into the air and land on Pepperouchau

## COLLEGE SLAM

### Secret Teams

At the *College Slam* title screen—while the words “Press Start” are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You’ll hear a faint “plink” sound to confirm the code. Now when you choose your team, keep pressing **Down**

when you pass Wake Forest and Wisconsin to find nine secret teams, including “Daytona Beach”, “Palm Springs” and seven fraternities.

### Whirlwind Cheat

Choose a “Head-to-Head” game at the main menu and pick your teams. When the “Vs.” screen appears and the announcer says, “Today’s match-up...” quickly rotate the D-pad 720° clockwise like so: **↑→↘↓↙←↖↑→↘↓↙←↖↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

## DARIUS GAIDEN

### Extra Credits

At the “Game Start/Option” screen, press **X, A, L, R, Left**, then hold **L** and press **X, C, Z, A, Right, Right**. You’ll hear a sound to confirm the code. Now start the game and you’ll find that both players have nine continue credits instead of the usual three.

### Mega Fire

Also at the “Game Start/Option” screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You’ll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

### Extra Difficulty Settings

Again, at the “Game Start/Option” screen, hold **X**, then press **Z, C, L, B, Left, R, L**. You’ll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, “Very Easy” and the extremely difficult “Abnormal”.

## DAYTONA USA

### Extra Time

On the beginner track, you’ll see a slot machine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three 7’s, you’ll receive extra time.

### Jeffrey’s Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head.

### Mirror Mode

In “Saturn Mode,” if you hold **START** while making your choice at the “Select Your Track” screen, you can race the courses in reverse.

### Time Trial

In “Saturn Mode,” if you hold **START** while making your choice at the “Select Your Car” screen, you can race in time trials by yourself.

### Karaoke Mode

In “Arcade Mode,” hold **Up** on the D-pad while making your choice at the “Select Your Track” screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

### Extra Cars

At the title screen—while the words “PRESS START BUTTON” are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L, R, C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

### Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in “Saturn Mode,” you’ll get two new vehicles, one manual and one automatic. Incredibly, they’re not cars, but horses.

### Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the **X, Z, A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.









top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

## HIGH VELOCITY

### Secret Vehicle (The Hard Way)

If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

### Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "F", then hold the L, R and Y buttons and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold L, R and Y again and press **Right** to find yet another secret vehicle, a diesel truck.

### Secret Course

At the "Mode Select" menu, highlight every available option and press the B button at each one, one at a time. When you press B at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any of the three tracks, hold the X button and press A. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the Y button to get a pop-up window with an overhead view.

## LAST GLADIATORS DIGITAL PINBALL

### Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: C, B, A, A, B, C, Y, Z, X, Down, Down, START.

### Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

### Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the X button and press Up; you'll

see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press Z to trigger one of the current table's special modes; for example, on the "Gladiators" table, each of the following modes can be activated by pressing Z when the corner number is set as follows:

- 00—Multiball
- 01—Roman Triumph
- 02—Retiarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Senator Mystery Lit
- 07—SPQR
- 08—Thracians
- 09—Empire
- 10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold X and press **Down**; while the numbers are gone, hold Y and press **Up** to pause or unpause the game without obstructing the screen, or hold Z and press **Up** repeatedly to step through the animation one "frame" at a time.

### Secret Scene

*Last Gladiators* uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

## MORTAL KOMBAT II

### Cheat Menu

When the "story" screens appear during the introduction sequence, press **Down, Up, Left, Left, A, Right, Down, B, Y, C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

## NHL ALL-STAR HOCKEY

### Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press **L+R+X+Y+Z** simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press **L+R** during the national anthem for giant players.
- Press **A+B** during the national anthem for short players.
- Press **A+Y+Z** during the national anthem for upside-down players.
- Press **X+Y+R** during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press **A+X** during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

### Player Power-Up

To create a team of perfect players with

fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press **Up**; you'll see the total in the "Point Pool" jump to 600. Now you can use these extra points to give your new player a perfect rating of 100 in every category. Use this cheat to create a whole team of superhuman players.

## NIGHT WARRIORS

### DARKSTALKERS' REVENGE

#### Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

#### Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* games! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
- "BGM Test" lets you listen to the game's music.

#### "Pause" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press A, C, Y, Up. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press **START** to pause, the screen will not darken and the word "Pause" will no longer appear.

## PANZER DRAGON

### Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game.

Press **START** at the first title screen, then press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

### Infinite Continues

Press **START** at the first title screen, then press **Up, X, Right, Y, Down, Z, Left, Y, Up, X** while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

### Invincibility

Press **START** at the first title screen, then press **L, L, R, R, Up, Down, Left, Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

### Stage Select

Press **START** at the first title screen, then press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

### Suicide Maneuver

Press **L, R, A, B**, and C all at the same time; your dragon will take a dive right away and the stage will start over.

### Level 0

At the difficulty/options title screen, enter **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

### New Weapons

At the difficulty/options title screen, enter the code **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold A or X for normal weapon, B for red lasers, C for sidewinders, Y for multi-shot, or Z for wide shot.

### Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press **Left, Left, Right, Right, Down, Up, Down, Up, L** button, R button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

### Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon*'s demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the X, Y and Z buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:

- Right**—Rotate screen clockwise
- Left**—Rotate screen counter-clockwise
- A+Right**—Rotate image clockwise
- A+Left**—Rotate image counter-clockwise
- Down**—Zoom in
- Up**—Zoom out
- A+Down**—Tilt backward
- A+Up**—Tilt forward
- X** or **Y**—Hold either of these buttons to change the character's shading
- A+B+C**—Reset to the initial position and shading

When you're finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

## PANZER DRAGON II ZWEI

### Radar Change

At any time during the game, if you hold the A button on Controller 2, the





radar will change from a top-down scanner to a side-view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.

#### PEBBLE BEACH GOLF LINKS

##### Secret Video Menu

Start a game of *Pebble Beach*, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press **A** or **C** to start any scene; **B** brings you back to the menu.

##### Gallery Code

Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

#### RAYMAN

##### Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

##### Infinite Lives

At any time during the game, press **START** to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the **A** button, press **B+Right** on the D-pad simultaneously and release, press **R-diagonal Down/Left** on the D-pad and release, press **C+Y+Z** simultaneously and release, then release **A**. Press **START** to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

#### SEGA RALLY CHAMPIONSHIP

##### Secret Course

At the main menu, hold the **X** and **Y** buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)

##### Secret Car

At the main menu, press **X**, **Y**, **Z**, **Y**, **X** on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press **Left** find the automatic Stratos at the Arcade car-select menu or press **Right** to choose a Stratos with manual transmission.)

#### SHINOBI LEGIONS

##### 999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the **L** and **R** buttons on top of the controller and press **C**, **A**, **B**. The number of Shurikens will change to 999.

##### 99 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **Z**, **B**, **Y**, **C**, **X**, **START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

##### Expert Mode

Press **START** at the first title screen,

then highlight the words "Game Start" and press **A**, **B**, **C**, **B**, **A**, **START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

##### Stage Select

Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A**, **B**, **A**, **B**, **C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

#### SKELETON WARRIORS

##### Invincibility

At any time during the game, press **START** to pause, then press **C**, **Right**, **A**, **Z**, **Y**, **Left**, **A**, **Right**, **Down**, **B**, **A**, **B**, **Y** ("crazy lard baby"). When you press **START** again to return to the game, you'll find that your character is now invincible.

##### Infinite Lives

At any time during the game, press **START** to pause, then press **B**, **A**, **Down**, **B**, **A**, **Left**, **Down**, **Right**, **Y**, **Up** ("bad bald Ryu"). When you press **START** again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives.

##### Infinite Crystals

At any time during the game, press **START** to pause, then press **Left**, **A**, **Z**, **Y**, **C**, **Right**, **A**, **B**, **Y**, **Down**, **A**, **Down**, **Down**, **Y** ("lazy crabby daddy"). When you press **START** again to return to the game, you'll find that your crystals counter has jumped to 80. Press the **Z** or **C** button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

#### SLAM 'N JAM '96

##### FEATURING MAGIC & KAREEM

##### Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **C** or **START**; as soon as the screen starts to fade to black, immediately enter one of the following codes:

**Big Head Mode:** Tap the **X** button quickly and repeatedly until the tip-off.

**Tiny Player Mode:** Tap the **Z** button quickly and repeatedly until the tip-off.

**Shot Percentage Indicator:** Press the **L** button and hold it down until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

#### STREET FIGHTER ALPHA

##### Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:

**Player 1**—Highlight Ryu, hold the **L** and **R** buttons on top of the controller and press **Up**, **Up** again, then choose Ryu with the **Tab** button (the default is **X** on the Saturn.)

**Player 2**—Highlight Ken, hold the **L** and **R** buttons on top of the controller and

press **Up**, **Up**. Now release the top buttons and press **Up**, **Up** again, then choose Ken with the **Fierce** button (the default is **Z** on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and **M. Bison** will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

##### Secret Characters

To play as a hidden character, highlight the "???" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "???" box and pressing **Down**.

**M. Bison (Player 1)**—Hold the **L** button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, then **X+Y** simultaneously.

**M. Bison (Player 2)**—Hold the **L** button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**, **Down**, then **X+Y** simultaneously.

To choose the alternate-color Bison, end the code by pressing **A+B** simultaneously instead of **X+Y**.

**Akuma (Player 1)**—Hold the **L** button and press **Left**, **Left**, **Down**, **Down**, **Down**, then **X+Y** simultaneously.

**Akuma (Player 2)**—Hold the **L** button and press **Right**, **Right**, **Down**, **Down**, **Down**, then **X+Y** simultaneously.

To choose the alternate-color Akuma, end the code by pressing **A+B** simultaneously instead of **X+Y**.

**Dan (both players)**—Hold the **L** and **R** buttons and press **Y**, **X**, **A**, **B**, **Y**.

To choose the alternate-color Dan, press **Y**, **B**, **A**, **X**, **Y**.

#### STREET FIGHTER: THE MOVIE

##### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up**, **B**, **Down**, **Z**, **Right**, **X**, **Left**, **Y** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

#### ULTIMATE MORTAL KOMBAT 3

##### Ultimate Kombat Codes

To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the **A**, **B**, **C**, **X**, **Y** and **Z** buttons quickly before the timer expires:

**Mileena (700-723):** Press **X** seven times, **A** seven times, **B** twice and **C** three times.

**Erma (964-240):** Press **X** nine times, **Y** six times, **Z** four times, **A** twice and **B** four times.

**Classic Sub-Zero (760-520):** Press **X** seven times, **Y** six times, **A** five times and **B** twice.

When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

##### Free Play

To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and press **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**,

**Down**. This code must be entered very quickly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue in one-player mode as many times as you wish.

#### VIRTUA COP

##### Secret Cheat Code

If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up**, **Down**, **Left**, **Right**, **Down**, **Up**, **Right**, **Left**, **Up**, **Up**, **Left**, **Right**, **Up**. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.

##### See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the **X**, **Z** and **B** buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence.

##### Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

#### VIRTUA FIGHTER

##### Boss Code

At the character select screen, quickly press **Down**, **Up**, **Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural.

##### Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press **Up** 12 times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu.

##### Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up** 17 times and immediately press **START**. Dural will be added to the alternate character menu.

##### Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right**, **C**, **Y**, **L** and **R** at the title screen and press **START**.

##### Watch the Credits

Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*.

#### VIRTUA FIGHTER REMIX

##### Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.



## ADVENTURE ISLAND

### Power-Ups

At the title screen, enter **0894** as your password and select OK. You will have 99 of each item.

## BATLETOADS IN RAGNAROK'S WORLD

### Five Extra Toads

At the title screen, hold **Down, A** and **B**, then press **START**. You'll start the game with five lives instead of three

## BILL & TED'S EXCELLENT ADVENTURE

### Passwords

Adventure 2: New Mexico 1879, 555-4239  
Adventure 3: Greece 410 BC, 555-6767  
Adventure 4: England 1456, 555-8942  
Adventure 5: San Dimas BC, 555-4118  
Adventure 6: Shopping Mall, 555-8471  
Adventure 7: School Room, 555-2989

## BUBBLE BOBBLE PART 2

### Stage Select

Enter **5** **▶** **V** as your password and press **START**. A stage-select menu will appear.

## COLLEGE SLAM

### Power-Up Codes

Perform each of the following cheats at the "Tonight's Match-Up" screen.  
Shot Percentage display—Press **Down, B, Up, Up** and **Down**.  
Powerup 3-Pointers—Press **Down, Up, Up, Down, Left, Right, Left**.

## CONTRA: THE ALIEN WARS

### Stage Skip

Enter the password **H2F2**, then start the game. When you want to skip a stage, press **START**.

## FACEBALL 2000

### Secret Rooms/Level Warps

When you find the exit in the first level of the Cyberspace game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25. Shoot at the nine lives pod three times and it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room.) Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to levels 45, 50 and 55. Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go back to the automag pod and touch it three times; it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more nasty ninjas and warps to levels 60 and 65. Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas waiting for you.

## JUDGE DREDD

### Stage Select

At the title screen, press **A, Left, Right, Left, Right, B**, then press **START**. A stage-select menu will appear.

## THE JUNGLE BOOK

### Cheat Menu

Hit **SELECT** to get the options menu, then highlight the Music test and play the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A cheat menu will appear.

## JURASSIC PARK

### Stage Skip

When the title screen fades and the T-Rex

opens his mouth, press **Up, Down, Left, Up, Down, Right** and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the game, hold **START**, then press **SELECT** to skip to the next stage.

## KILLER INSTINCT

### Boss Code

Choose any character; then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A**.

## THE LEGEND OF ZELDA

### LINK'S AWAKENING

#### Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

#### Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

## THE LION KING

### Stage Skip

At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**. You'll immediately skip to the next stage.

## MORTAL KOMBAT

### Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press **A**. When the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

## NBA JAM

### Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Juice Mode—Tap any button 14 times, then hold **A** and **B** until the tip-off.

Power-Up Dunks—Tap any button ten times, then hold **Down + A** until the tip-off.

Power-Up Fire—Tap any button seven times, then hold **Down** and **Left** on the D-pad until the tip-off.

Power-Up Turbo—Tap any button 15 times, then hold **Up** and **B** until the tip-off.

### Secret Characters

Jamie Rivett: Enter the initials **RJ**, highlight the letter **F**, press **Up, A** and **B** to enter the last letter.  
Sal DiVita: Enter the initials **SD**, highlight the letter **T**, press **Down** and **B** to enter the last letter.  
Mark Turmell: Enter the initials **WI**, highlight the letter **M**, press **Left** and **B** to enter the last letter.

## NBA JAM TOURNAMENT EDITION

### Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Quick Hands—**Left, Left, Left, Left, A, Right**

High Shots—**Up, Down, Up, Down, Right, Up, A, A, A, Down**

Slippery Court—**A, A, A, A, Right, Right, Right, Right, Right**

Display Shot Percentage—**Up, Up, Down, Down, B**

Power-Up 3-Pointers—**Up, Down, Left, Right, Left, Down, Up**

Power-Up Goaltending—**Right, Up, Down, Right, Down, Up**  
Power-Up Dunks—**Left, Right, A, B, B, A**  
Power-Up Fire—**Down, Right, Right, B, A, Left**  
Max. Power—**Right, Right, Left, Right, B, B, Right**

Powerup Offense—**A, B, Up, A, B, Up, Down**

Powerup Push—**Down, Right, A, B, A, Right, Down**

Powerup Turbo—**B, B, B, A, Down, Down, Up, Left**

Powerup Speed—**Up** four times, **Left** four times, **B, A**

## OPERATION C

### Start With Ten Men

After the title screen appears, press **Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, A, B, START**.

## Q\*BERT

### Hidden Movie

At the title screen, press **Right, Up, B, A, Down, Up, B, Down, Up, B**.

## RAGING FIGHTER

### Character vs. Same Character

Each of the following codes should be entered at the title screen:

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, B** to play against the same character (same color) in a one-player game.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to play against the same character (alternate color) in a one-player game.

## SAMURAI SHODOWN

### Secret Characters

To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

## SNOW BROS. JR

### Invincibility

When the title screen appears, hold **Left, Down, A** and **B** simultaneously. Press **START** to become invincible.

### Bonus Bowl

Take out all the enemies on the screen with one Snowball and earn 500 points for each bill you collect.

### Select Stage

At the title screen, hold **Up, SELECT** and **B**, then press **START**. Choose any stage and press **START** to play.

## STAR TREK

### Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only use this trick once in each level.

## STAR TREK: THE NEXT GENERATION

### Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to give you a mission, you can pick different assignments by pressing **Up** on the D-pad.

## SUPER MARIO LAND 2: 6 GOLDEN COINS

### Play Demo Stages

Gate Zone: Hold **Up** and press **SELECT** at the title screen.

Space Zone: Hold **Up** and **A** and press **SELECT** at the title screen.

Turtle Zone: Hold **Up** and **B** and press **SELECT** at the title screen.

Macro Zone: Hold **Up, A** and **B** and press **SELECT** at the title screen.

### Easy Mode

If you are having trouble in a particular area, reset your game. When you enter the pipe room at the beginning of the game press **SELECT**. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.

## T2: JUDGMENT DAY

### Slow Down

Give yourself enough time to complete Stage Three by slowing down the clock. Hold down **SELECT** while you are rewiring the circuit boards. Your time will run

down at one tenth of the normal speed. When you finish with the first circuit board, release the **SELECT** button to move on to the next one.

## TETRIS BLAST

### "Fight 2" Mode

At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

### Level Passwords

Stage 2—ZFFFJJF  
Stage 3—B/MMLKKB  
Stage 4—XSDDGGDM  
Stage 5—KCVGLLHK  
Stage 6—VG.LJDM  
Stage 7—K.TDGGMF  
Stage 8—XSZCDDKK  
Stage 9—DFMYLLDD  
Stage 10—YGCDDHLL  
Stage 11—GVMYLLCJ  
Stage 12—WCPDDGD  
Stage 13—CJXTBCCF  
Stage 14—LL.YKKL  
Stage 15—LXWTBMMB  
Stage 16—VSRPCCCH

## TRACK & FIELD

### U.F.O.

In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.

### Frog

If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.

### Flowers

In Archery, if your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

## TRACK MEET

### Cheat Passwords

Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name **SNAKE** to compete against Irwin B. Cheetin.
- Enter **REGURB** and you'll face off against Jack Strop.
- Enter the name **APPLEII** to change some of the signs in the background to Apple II logos.

## TURRICAN

### Cheat Code

At the options screen, press **A, B, B, A, B, A, A, B, A, B, A, B, A, A**, then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.)

## WARIO BLAST

### One-Player Game

To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

## WARIO LAND: SUPER MARIO LAND 3

### Change Game Stats

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

## WHO FRAMED ROGER RABBIT?

### Passwords

Scene 2: DLT3QYBY  
Scene 3: GPLDMSRC  
Scene 4: MMCFGWJXJ  
Scene 5: BGQTVKJP  
Scene 6: RTJBWN43

## WORLD HEROES 2 JET

### Boss Code

When the Takara logo appears, press **Right, Left, A, B**, and **Up**. Now you can play as the boss.

### "Jet" Code

At the title screen, press **Up, SELECT, A, Down, Down, SELECT, B**. Now the gameplay is twice as fast.





## AX BATTLER A LEGEND OF GOLDEN AXE

### Passwords

Firewood Town—IMKP IIHE OGII NNPH  
Turtle Village—BNLK LPAG HMGH NOGO  
Sand Marrow—AOEC DLCD PNPF FBPF  
Holmstock—EIIN PMOK PNGI CLJD  
Brookhill—CPGG CIAK AEFF OPKO

## AYRTON SENNA'S SUPER MONACO GP II

### Ending Password

Choose the "World Champion" mode and enter the password "CHAM-PION." You'll skip to the ending sequence with full credits.

## BATMAN RETURNS

### Sound Test

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and, when the logo fades, you'll access a "Sound Test" menu. Press the **2** button to hear each sound.

## DEFENDERS OF OASIS

### Sound Test

At the title screen, hold the **D**-pad in the **Up** position and press **START**. Note that there are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.

## ECCO: THE TIDES OF TIME

### Cheat Menu

Use Ecco's sonar to bring up the map screen, then press **Left**, **1**, **2**, **1**, **2**, **Down**, **2**, **Up**.

## FANTASY ZONE

### Cheat Menu

At the title screen, wait for the words "PUSH START BUTTON" to appear, then carefully press **Up**, **Right**, **Down**, **Left**, **1**, **2**, **1**, **2**, **START**. A secret "Config Mode" menu will come up, giving you the option to change the number of lives, change the difficulty setting, start at any stage, earn extra money or access a sound test.

**Invincibility**  
Access the cheat menu as described above and highlight the "MODE" option. Hold **Left** on the **D**-pad and press **1+2** simultaneously; the Mode setting will change to "UNDEAD".

## KRUSTY'S FUN HOUSE

### Super Passwords

Level 2: SELMA  
Level 3: SCRATCHY  
Level 4: SKINNER  
Level 5: GROENING  
To start the game with every single door unlocked, enter the password TRACY. This gives you immediate access to the entire Fun House.

## LEMMINGS

### Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons **1** and **2** while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

## MORTAL KOMBAT

### Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press **2**, **1**, **2**, **Down**, **Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

## NBA JAM

### Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.  
Mark Turmell: Enter MJ, highlight "■" (the space character), press and hold **Up** (which will highlight the **T**), hold **START** and **2** and press **1**.  
Sal DiVita: Enter SA, highlight M, press and hold **Left** (which will highlight the **L**) and press **1**.  
Jamie Rivett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the **R**) and press **1**.  
Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the **K**), hold **2** and press **1**.  
Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the **T**), hold **2** and press **1**.  
Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold **Left** (which will highlight the **X**) and press **1**.  
Asif "Chow-Chow" Chauhdri: Enter CA, highlight S, press and hold **Left** (which will highlight the **R**), hold **2** and press **1**.  
Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold **Up** (which will highlight the **D**) and press **1**.  
Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press **1**.  
Eric "Air Dog" Samulski: Enter AI, highlight Y, press and hold **Up** (which will highlight the **R**), hold **2** and press **1**.  
Warren Moon: Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press the **1** button.  
George "P-Funk" Clinton: Enter DI, highlight R, press and hold **Right** (which will highlight the **S**), hold **2** and press **1**.

## Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode," Power-Up Defense, Power-Up Fire). These cheats must be performed at the pregame screen that says "Tonight's Match-Up."  
Shot Percentage Indicator: Press the **2** button, then press and hold **2** and **Down** until the tip-off.  
"Juice Mode": Press the **1** button 13 times, then press and hold **1** and **2** until the tip-off.  
Power-Up Intercept: Rotate the **D**-pad 360° and press the **1** button 15 times.  
Power-Up Defense: Press the **1** button five times.  
Power-Up Fire: Press the **2** button seven times, then press and hold **2** and **Up** until the tip-off.  
Power-Up Dunks: Rotate the directional pad 360° and press the **1** button 13 times.

## PSYCHIC WORLD

### Sound Test/Level Select

Press and hold **Up** and **Left**, **1** and **2** then press **START** during the main title screen. If you've done this correctly, you'll see "Special Mode" on the screen along with "Sound Test ED." You can adjust the ED by pressing **Up** to increase the number of the test. If you press **1** and **2** while it reads ED, a number will appear on the last line, and it should now read "Round NO 1." Press **Up** or **Down** and you can scroll through and pick which of the four levels to start at. When you begin play on any of the four, you'll start with all the items you would have normally received playing to that point.

## QUEST FOR THE SHAVEN YAK STARRING REN HOËK & STIMPY

### Passwords

AURGHH—The Stinking Dry Desert  
ZONNNK—The Stinking Wet Bayou  
YYYOWW—The Perilous Mount Hoëk  
ZOWCHH—The Great Frozen North

## SAMURAI SHODOWN

### Play As Amakusa

Press **X** three times while the Takara logo is on the screen. Start a one-player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original 11 characters.

## SHINING FORCE THE SWORD OF HAJYA

### Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press **2**. Prince Nick will appear on the screen; give him a new

name, then put the cursor on "END," hold the **START** button and press **2** again to access the character name configuration menus for the rest of your team.

## Excellent Mode

Press **Down** several times as the letters of the Sega logo are shuffling around on the startup screen. You'll hear a warping noise to confirm the code, and you should see the word "EXCELLENT" on the title screen. This may or may not have any effect on game play.

## SHINOBI

### Sound Test

At the title screen, hold down button **2** and **Up** while pressing **START**.

## SONIC THE HEDGEHOG 2

### Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the **lower left** position and hold it there while you press and hold the **1** and **2** buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

## SONIC CHAOS

### Sound Test+Fireball

To access a sound-test menu in *Sonic Chaos*, press **Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **1**, **2**, **START** while the words "Press Start Button" are flashing on the title screen. At the sound-test menu, press **Up** or **Down** to change the sound numbers and press **2** to hear the sounds. Rotate the **D**-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press **1** or **2** to make Sonic throw a fireball.

## SPACE HARRIER

### Hard Mode

Hold the **1** button when turning on the Game Gear; the word "HARD" will appear on the screen as the Sega logo fades.

### Easy Mode

Hold the **2** button when turning on the Game Gear; the word "EASY" will appear on the screen as the Sega logo fades.

## TENGEN WORLD CUP SOCCER

### Shootout Mode

Choose "World Cup" from the main menu and select the "Password" option. Change the first two letters of the password to "PK," then press the **1** button. When you return to the main menu, choose "Exhibition." Pick your teams and you'll enter a shootout game.





## CAPTAIN QUAZAR

## Super Power-Up

At any time during the game, press **P** to pause, then press **L, R, L, R, L, R, B**. You'll hear Quazar say, "Whoa-ho-ho!" When you press **P** again to return to the game, you'll have maxed out health, cannon ammo, missiles and grenades. Repeat this code whenever you're low on health or supplies.

## Walk Through Walls

At any time during the game, press **P** to pause, then press **R, L, B, B, R, L, Up**. When you press **P** again to return to the game, all of the walls and stationary obstacles in your immediate surroundings will disappear for just a few seconds, allowing you to walk right through.

## DOOM

## Cheat Codes

During the game, hold **B** and press **P** to access the map. Next, input one of the following cheats. These codes must be entered at the map screen while the game is running—they won't work while paused—and each one will be confirmed with an explosion sound when you press the last button in the sequence:

See the entire map—**L, R, A, Left, Left, Up, A, C**.

See all of the items on the map—**L, R, A, Right, Up, B, B, Left, R**.

God Mode (invincibility)—**Up, Right, A, B, A, Down, A, L, L**.

All weapons and keys—**A, Left, A, B, A, Right, A, C, A**.

Start at any level—**L, Up, C, C, R, Down, A, Left, Left**. (Once you've entered this cheat, you must allow yourself to get killed or simply turn off the 3DO to return to the main menu, where you'll be able to access all 23 missions.)

Two extra screen sizes—**Up, Right, L, Up, Right, Right, R, A, Left**. (Once you've entered this cheat, press the **X** button and access the "screen size" function at the option menu; you'll find that there are two additional screen sizes to choose from, both of which are larger than the largest default setting.)

## FOES OF ALI

## Cheat Mode

Start a game in any mode. When the fight begins, press the **P** button to pause. Then, at the "Pause" menu, hold the **L** and **R** buttons on top of Controller 1 and press **C**. A secret "Cheat Codes" menu will appear. Enter any of the following passcodes to get different effects—but please be aware that some of the cheat codes listed below may crash the game or even reset the 3DO machine in certain situations.

**TEAM**—Shows a photo of the *Foes of Ali* design team.

**PREBEG**—Shows a photo of European middle-heavyweight champion Ivan Prebeg.

**CROWD**—Removes the crowd from the background to speed the game up slightly; enter the code again to restore the spectators.

**ZIPPY**—Speeds up the game's frame rate slightly.

**AIAT**—Changes Boxer 1 into a computer-controlled fighter; enter the code again to regain control with Controller 1.

**AI8T**—In a one-player game, this code makes Boxer 2 playable with Controller 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2. (This is a great cheat for one-player games—particularly in Tournament or Career mode—because it allows you to stop your opponent from fighting back.)

**PADC**—This code activates Controller 3 for special cheat functions; let's hope you've got a third controller. Once you've entered this code, the buttons on Controller 3 will have the following effects:

**A**: Knock down Boxer 2 for six seconds.

**B**: Cut the right eye of Boxer 1. Press this

button three times and the referee will stop the fight.

**L** button: End the current round and immediately advance to Round 10.

## Low Blows

You may have thrown a few low blows from time to time by accident, but here's how to do them on purpose: Point the D-pad diagonally in the **Down/Left** position and press **A** to throw a low blow with your left hand, or point **Down/Right** and press **B** for a low right. Don't do this too often or you'll be penalized; you can also be disqualified for low blows.

## GAME GURU

## Secret Video Scene

At the main menu, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEVIDEO2" and press **C**; you'll be taken on a three-minute video tour of the offices of Symbiosis Media and meet the creators of the Game Guru.

## Music Select

As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "SONG2" and press **C**; you've just changed the Game Guru background music to a different tune. Try entering different numbers, from "SONG2" to "SONG9" to find the one you like best; to restore the default background music, enter the code "SONG 1".

## Secret "Advanced" Mode

As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEPOWER" and press **C**. You'll get a "Warning" screen that asks if you really want to go ahead; be brave and choose "Yes". You now have access to the most dangerous and exotic functions of the 3DO Game Guru, including association and optimization functions as well as a full-featured hex editor that will give you the power to seriously screw up your saved-game files. Don't mess with this unless you know what the terms "NVRAM" or "CRC" mean; if you want to go back to the way things used to be, just choose "File Related" from the main menu and delete the "GameGuru.CFG" file from memory, then turn the 3DO off. When you reboot, the default CFG file will be restored.

## GRIDDERS

## Level 25 Code

At the options menu, highlight the **EXIT** option and hold the **X** button. Press **L, A, X** (you have to release the **X** button and then press it again). Now you can practice on the secret level 25 (Telepods).

## GUARDIAN WAR

## Cheat Menu

Start a new game or load a saved game. When the menu screen (with various locations and flapping flags) appears, press the **L, R** and **C** buttons one after another. The flags should stop flapping. Now press **Up, Down, Left, Right** and a Japanese-text menu appears. Here's what each of the 14 options does, from top to bottom:

- **Load Game**: Load a saved game or start a new game.
- **Equip**: Examine and equip characters, similar to the Equipment option on the regular menu.
- **Shop**: Enter a shop where you can buy and sell EVERY item, piece of equipment and body in the game.
- **Gems +10000**: Increases your Gem total by 10,000. Can be used repeatedly to give yourself loads of dough.
- **No Battles**: Prevents enemies from attacking you, although you can't attack them either. Can be toggled on and off.
- **Coordinates**: Shows you **X** and **Y** coordinates of your location when in a location, and also your "coordinates" on the main map. Can be toggled on and off.
- **Free Movement**: You can walk to (al-

most) any location on the map without clearing previous locations of enemies. Can be toggled on and off.

- **All Attacks**: You can use all weapon and magic attacks during battle by choosing from a massive menu. Can be toggled on and off.
- **God Mode**: You don't lose any HP or MP during battle. Can be toggled on and off.
- **Map Detail**: Gives you a mind-numbing amount of detail when examining the map of a location.
- **???**: Unknown.
- **???**: Unknown.
- **Basic +1**: Increases the basic level of the currently selected Golem by one.
- **Class +1**: Increases the class level of the currently selected body or sub-body by one.

## JAMMIT

## Special Passwords

Use the following passwords with Roxy to access different options:

**DKRBNSN**: 2 Hot

**STPKRNR**: Poison

**SSNHYDN**: Frenzy

**JNFRBCN**: In 2 it

**LRNCHLS**: Sweat

**PLWRHDS**: Slams Only

**STWSPKN**: Cutthroat

**BBSKNNR**: Boss

## KILLING TIME

## Cheat Mode

Start a new game and enter your name as "EVORGRAH" (be sure to start with the period). Highlight "OK" and press **A**; the screen will darken and the name will disappear. Now you can enter a "name" to start at different levels with different power-ups according to the following formula: The first two characters should be periods ("..") followed by a two-letter code representing the stage you want to jump to. Many different combinations take you to different levels—try **AT, A1, A2, A3, A4, A5, A6, BL, CY, C1, DN, EW, E1, E2, E3, GH, H1, H2, H3, KT, K2, LB, LG, L1, SW, S1, S2, S3, UH, UW, U2, U3, U4, WC, WW, W1, W2, W4, or W5**. Next, add one or more of the following characters to the password for other bonuses:

**A, B, C, E, H, L, M, N, R**—Winged Vessels

**0, 1, 2, 3, 4, 5, 6, 7, 8, 9**—Keys

**D**—Double Pistols

**F**—Flamethrower

**S**—Shotgun

**T**—Tommy Gun

**Q**—Map coordinates

**V** or **X**—100% health

**W**—75% health

**I**—Invincibility

Here's a sample "player name" that was created using the above information: Enter "UH1234ABCEFI" to start in the Upper Hall with four keys, four winged vessels, double pistols, the flamethrower and invincibility.

## NIGHT TRAP

## Access Code Changes

If you're having trouble keeping up with the color-code changes, here's a list of where and when the changes are announced. These are the exact moments when the new codes are revealed, so be sure to check in a few seconds earlier so you can hear the code changes in time.

**05:40**—Entry Way (Listen for the new access code, but don't change the color until after you've captured the creature at 5:54 in the Living Room)

**09:00**—Living Room

**13:37**—Entry Way

**14:15**—Living Room

## Trap Tip

There are several places in the game where the trap meter goes into the red but you're not supposed to trap the person who's standing over the trap. Most notably, this occurs at 15:31 in Hall 1 (that's not an Auger, that's Crazy Eddie dressed up as an Auger) and at 21:03 in Hall 2 (never trap a fellow SCAT team member.)

## OFF-WORLD INTERCEPTOR

## Extra Spending Money

Go to the **OPTIONS** screen and highlight "CONTROLS." Now press **A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L** (that's **ABC** six times, then the **L** button.) You'll hear a whirring sound; now start the game in either Story or Arcade mode, and you'll find that you have tons of extra money to buy weapons, armor and power-ups.

## PLUMBERS DON'T WEAR TIES

## Remove "Censored" Symbols

To remove the "censored" symbols from this adventure, press **Up, Down, Right, Left, Down, Right, X** while the girl is talking at the start of the game.

## SOCCER KID

## Stage Select

At the title screen, press **Up, Down, Up, Down, Left, Up, Down, Up, Down, Right**. You'll hear a voice say, "Hey, that's the cheat model!" Press **B** while the voice is speaking, and you'll get a level-select option at the bottom of the options menu. Press **Left** or **Right** to choose a different starting stage.

## SUPER WING COMMANDER

## Debug Menu

At the Lounge screen, hold **X** and press **B, B, C, C, A, A**. You should hear a sound. Now release **X**, press and hold the **L** and **R** buttons and press **P**. A debug menu will appear with options that allow you to change the game's sound levels, watch all of the FMV clips or set system flags. Set **KILLABLE** to "False" and you can't die. Set **BANGABLE** to "False" and you can't run into other ships. Set **PICKER ACCESS** to "True," then return to the Lounge and cycle through the options until you hear "Choose Campaign" or "Choose Mission," allowing you to play any stage. Set **FINGER OF DEATH** to "True" and you can destroy any target instantly during battle by holding the **L** and **R** buttons and pressing **B**. Be sure you have a ship targeted when you do this or you will destroy every ship in range, including your wingmen or even the Tiger's Claw itself.

WING COMMANDER III  
HEART OF THE TIGER

## Cheat Menu

To access a cheat menu, you need to reach the "New Game/Load Game/Continue" menu screen. (This screen will appear automatically if you have a saved game in memory; if you can't get there, the easiest thing to do is to fly the first mission and get killed. The "Continue" menu will appear after the "Funeral.") At the "Continue" menu, press and hold the **L** button, then press and hold the **P** button; you'll see the cursor cycling through the available options. Continue to hold those buttons down and press **A** while the word "Continue" is highlighted. You'll get a debug menu with tons of options. Some of them simply don't work ("Gameflow Flags," "Test Stream" and "Test SFX") and others will prevent you from returning to the game without restarting the machine (the words "C to exit" will disappear from the main menu). "Pick Mission" allows you to play any mission. "Play Movie" and "Play Inflight Movie" allow you to watch the game's FMV scenes. "Show Sprites" and "View Objects" let you see the items and backgrounds. If you choose "System Flags" and change the first two options to "False" and start the game, you can't be killed, you can't crash into any other ships and, when your weapons are locked on to an enemy, hold **X** and press **A** to instantly kill them with the "Finger of Death." You can return to the debug menu at any time by holding **L** and pressing **P**; you may need to do this during a mission to change the system flags.



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\* Why are you looking down here, don't you believe us!!! Well, it's true!





## AREA 51

### Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

### Secret Rooms

ENTRANCE #1—Shoot the first ten hangar windows while outside on the tarmac. Two of the windows must be shot quickly, in transition, right after the game starts. This entrance leads to the secret room called "X Marks the Spot."

ENTRANCE #2—Shoot the 15 windows on the right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all. This entrance leads to the secret room called "Tank Top."

ENTRANCE #3—In the Hangar (Wave 2), shoot out the three blue "emergency" lights during the first lockdown. You'll find one to the left and two to the right of the red tractor truck. (You have to be sharp to get the one on the left, because the "camera" pans quickly past it.) This entrance leads to the secret room called "Head Quarters."

ENTRANCE #4—Shoot all 15 of the windows at the back of the hangar in Wave 2. This is one of the easiest entrances to find; there are several lockdowns which you can use to get all of the windows. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #5—Shoot all of the exploding barrels and boxes just before and after you get on the forklift in the Hangar during Wave 2. Some of these are very difficult to hit; there are ten items in all. This entrance leads to the secret room called "Egg Cellent."

ENTRANCE #6—Shoot all 21 windows on the hut at the back of the hangar in Wave 2. You'll need to get all of the windows on the first floor as well as on the second story after you ascend the ladder. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #7—Shoot four key airplane canopies on the Back Tarmac in Wave 3. Some of these are very small and difficult to see against the dark of the night sky, so look for them carefully. This entrance leads to the secret room called "Head Quarters."

ENTRANCE #8—Shoot all of the exploding boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac)—there are 11 boxes in all. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #9—Inside the Admin Building in Wave 4, shoot out the first "EXIT" sign and the first three ceiling lights around it just after you go through the doorway into the first corridor. This entrance leads to the secret room called "Egg Cellent."

ENTRANCE #10—Shoot the two pictures on the desk in the Admin Building (Wave 4) as well as two name plates that appear on office doors later in the wave. The name plates read, "General R. Weatherby" and "Mike 'Dibman' Hally." This entrance leads to the secret room called "Head Quarters."

ENTRANCE #11—Shoot all of the weird pictures on the walls of the Admin Complex in Wave 4; there are 11 pictures in all. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #12—Shoot out all of the computer terminals in the War Room in Wave 5; there are 13 terminals in all. This one leads to the secret room called "Egg Cellent."

ENTRANCE #13—Shoot out all of the exploding barrels during the lockdown in the Bunker (Wave 6) where the zombies are throwing barrels at you. A total of 15 barrels must be hit. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #14—Shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6). It's very difficult to hit them all on your first try, so it's best to attempt this with two players. This entrance leads to the secret room called "Get a Life."

## FIGHTING VIPERS

### Play as B. Mahler

Note: This trick will only work on *Fighting Vipers* machines that have had 15,000 matches played on them; the only way to find out if your machine meets this criteria is to access the bookkeeping screens from the operator audit menu. At the character-select screen, wait for the clock to count down to the 9-second mark, then quickly press and hold **START** and **Up** on the joystick. While continuing to hold **START** and **Up**, nudge the joystick to the upper-right or upper-left to move the cursor to the opposite side of the screen, one character at a time. (On the Player 1 side, start with Grace and move to the right; if you're Player 2, start with Picky and move left.) The joystick movement for Player 1 should look like this:  $\uparrow \nearrow \nearrow \nearrow \nearrow \nearrow \nearrow$  etc.—remember to keep holding the **START** button and keep the joystick **Up** as you're moving the cursor. When you pass the last character on the opposite side, the cursor should go off the screen and the character portrait should show the boss, B. Mahler.

## KILLER INSTINCT 2

### Play as Gargos

At the character select screen, point the joystick **Up** and hold it there while pressing the following buttons: **FIERCE PUNCH, MEDIUM PUNCH, MEDIUM KICK, FIERCE KICK, MEDIUM PUNCH, QUICK PUNCH, QUICK KICK, MEDIUM KICK**. If you've entered the code correctly, Gargos will appear as a playable character next to Maya.

### Stage Select + Music Select

At the character-select screen, pick the fighter you want with the **START** button, then immediately press and hold **Up** or **Down** and one of the **PUNCH** or **KICK** buttons; see the chart below to find out which combinations lead to your favorite stages. The first player to choose his or her character gets to pick the stage; the other player can choose the music using the same method.

**Up + QUICK PUNCH:** Sabrewulf stage  
**Up + MEDIUM PUNCH:** Maya stage  
**Up + FIERCE PUNCH:** Gladius stage  
**Up + QUICK KICK:** Tusk stage  
**Up + MEDIUM KICK:** Fulgore stage  
**Up + FIERCE KICK:** Orchid stage  
**Down + QUICK PUNCH:** Jago stage  
**Down + MEDIUM PUNCH:** Gargos stage  
**Down + FIERCE PUNCH:** T.J. Combo stage  
**Down + QUICK KICK:** Kim Wu stage  
**Down + MEDIUM KICK:** Spinal stage  
**Down + FIERCE KICK:** Spinal stage  
**Down + MEDIUM KICK (both controllers):** Sky Platform

### Speed Settings

Hold one of the following button combinations at the "Vs." screen just before the fight begins:

Fast Speed—**Up** or **Down** + **MEDIUM KICK** or **PUNCH**  
 Ultra—**Up** or **Down** + **FIERCE KICK** or **PUNCH**  
 Normal—**Up** or **Down** + **QUICK KICK** or **PUNCH**

## MANX TT SUPER BIKE

### Sheep Mode

At the Transmission Select screen, press **SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN**, lean the bike full **Left**, lean full **Right**, squeeze the **Brake** and **Accelerate**. If you enter this code correctly, you'll be riding a sheep instead of a bike, and all of the other racers will be sheep, too.

## Time Trial Mode

At the Course Select screen, hold the **Brake** while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time.

## NBA JAM TOURNAMENT EDITION

### Special Guest Codes

Kinkadee—DIE Jan 1  
 Air Morris—WIL—1/1  
 Oursler—SNO—1/3  
 Penacho—MDP—1/13  
 Rivett—RJR—1/17  
 Simpson—HAK—1/21  
 Gentile—JPG—1/23  
 Jarvis—EPJ—1/27  
 DiVita—SAL—2/1  
 Mourning—ZO—2/8  
 Olivia—LOR—2/20  
 Boon—EJB—2/22  
 Simpson—JMS—2/22  
 Webber—WEB—3/1  
 Turmell—MJT—3/22  
 Macika—REM—3/26  
 Pontarelli—VJB—4/11  
 Linhoff—JFL—4/16  
 Wilkins—DOM—4/16  
 Booty—MVB—4/18  
 Thomas—ZEK—4/30  
 Deal—LTD—4/30  
 Barker—PCB—5/9  
 Loffredo—ML—5/25  
 Green—JDG—5/31  
 Dillon—JPD—6/3  
 Newcomer—JRN—6/18  
 Coleman—DC—6/21  
 Liptak—SL—6/24  
 Vogel—VOG—6/27  
 Mednick—CMM—7/2  
 Heager—JEH—7/13  
 Malone—KRL—7/24  
 Skiles—JMS—7/29  
 Sharpe—ROC—8/1  
 Carlton—JMC—8/5  
 Ewing—PAT—8/5  
 Robinson—ROB—8/6  
 Martinez—MAM—8/7  
 Gay—RMG—8/11  
 Davis—WBD—8/17  
 Tobias—TOB—8/24  
 Beran—SAB—8/29  
 Lasko—AML—8/31  
 Davies—RJD—9/3  
 Hey—JWH—9/20  
 Phippen—PIP—9/25  
 Forden—DFW—9/28  
 Petro—GNP—10/8  
 Hoskins—KER—10/10  
 Loves—JML—11/4  
 Kamm—VLK—11/9  
 Heitsch—WMN—11/11  
 Kemp—KMP—11/26  
 Tsui—JYT—11/28  
 Brown—DEE—11/29  
 Granner—CG—12/4  
 Goskie—TWG—12/7  
 Dabelstein—DOZ—12/31

### Secret Power-Ups

Aside from the "Team Swap" code, each of these tricks should be performed at the "Tonight's Matchup" screen before the tip-off.

Maximum Power: Hold **Down**, **TURBO**, **SHOOT**, **PASS** and **START** until the game begins.

Quick Hands: Hold **Down** and press **SHOOT** five times. After the fifth button press, keep holding **Down** and **SHOOT** until the tip-off.

Baby-Size Players: Hold the joystick in the **Down/Right** position and press **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**.

Big Head #1: Hold **Up**, **TURBO**, **PASS** and **SHOOT** until the tip-off.

Huge Head: Hold **Up** and **TURBO** and press the **PASS** button five times. On the fifth press, keep holding **Up**, **TURBO** and **PASS** until the tip-off.

Tournament Mode: Hold **Right** and hold down the **TURBO**, **SHOOT** and **PASS** buttons until the tip-off.

Shot Percentage Indicator: Rotate the joystick 360° and hit the **TURBO**, **SHOOT** and **PASS** buttons simultaneously seven times.

Power-Up Goaltending: Press any button (or combination of buttons) 24 times.

Team Swap: At the "Halftime Substitution" screen, hold the joystick to the **Right** and hold the **PASS** button until the words "TEAM SWAP ENABLED" appear. Now you can use the **PASS** button to switch to a different team; use the **TURBO** button to swap players and press **SHOOT** to enter your selection.

## SOUL EDGE

### Boss Code

If your local arcade operator is too cheap to get the *Soul Edge Ver. II* upgrade, you can still play as the boss character, Hwang, on the original machine with the following trick: Insert your coins or tokens, then press **START** and continue to hold it through the rest of the code. With Mitsurugi highlighted, press **Up**, **Down**. Move the cursor to Taki and press **Up**, **Up**, **Down**, **Down**, then move to Rock and press **Down**, **Up**, **Down**, **Up**. You'll hear a jingle to confirm the code; now press **Left** to find Hwang. To get Hwang on the Player 2 side, start with Ziegfried, then go to Li Long and Voldo.

## STREET FIGHTER II

### Mystery Numbers

Watch the game in "demo" mode, and wait for any scene that shows two of the characters fighting. On the second controller (right side) press **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **STRONG**, **FIERCE**. If you've done the trick correctly, you'll see two mysterious rows of numbers on the screen overlaying the action.

## STREET FIGHTER ALPHA 2

### Background Select

At the character-select screen in two-player mode, highlight the character who corresponds to the stage you'd like to fight in and hold the **START** button for four seconds, then release and choose your character normally. When the fight begins, you'll be in the stage you chose.

### Secret Stages

Waterfall: In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to M. Bison and leave it there for four seconds, then release and choose your character normally.

Field: In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to Sagat and leave it there for four seconds, then release and choose your character normally.

### Extra Colors

Choose your character by pressing two **PUNCH** or two **KICK** buttons simultaneously to access alternate colors.

### Hidden Characters

The following tricks should be performed at the character-select screen.

Evil Ryu: Highlight Ryu, hold **START** for one second, then release. Now press **Right**, **Up**, **Down**, **Left**. Now press and hold **START** again for one second; while holding **START**, press any two **PUNCH** or **KICK** buttons. If you do this correctly, you'll see that Ryu's skin tone is darker than usual. "Evil Ryu" has Akuma's teleports, some new combo possibilities and Super Moves borrowed from Akuma and Ken.

Classic Chun-Li: Highlight Chun-Li, hold the **START** button for at least four seconds, then press any action button to select her before you release **START**. "Classic Chun-Li" looks and plays like she did in *Super Street Fighter II Turbo*; remember that her fireball is now a "charged" move.

Classic Dhalsim: Highlight Dhalsim and hold **START**. Now press **Left**, **Down**, **Right**, **Up**, then press any action button to select "Classic Dhalsim."

Classic Zangief: Highlight Zangief and hold **START**. Now press **Down**, **Left**, **Left**, **Left**, **Up**, **Up**, **Right**, **Right**, **Right**, **Down**, then press any action button to select "Classic Zangief."

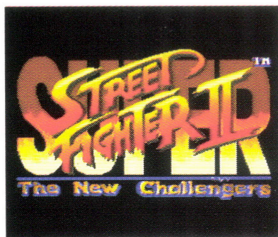




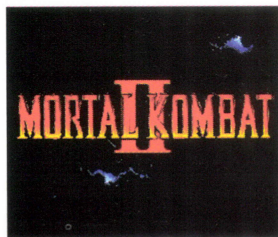
## FIGHTING-GAME TOP 5 LISTS

Each month, **TIPS & TRICKS** teams up with **Catapult Entertainment** to bring you a recap of the top fighting-game fanatics who have dominated the **XBAND** Video Game Modem and Network, defeating foes from all over the country. This issue's lists cover the month ending **August 1, 1996**. If you want to get into **XBAND**, stop by your local Electronics Boutique, Software, Etc., Babage's or Toys 'R' Us store, or visit Blockbuster Video and check out the **XBAND** instructional/demo video—it's a free rental!

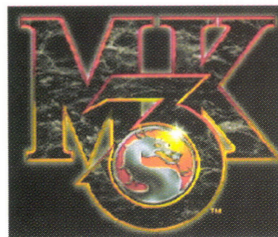
### GENESIS



1. -(O.G.187)- (Los Angeles, CA)—3720
2. Nothingness (Philadelphia, PA)—3550
3. MAVERICK18 (Ozone Park, NY)—3482
4. THE GAME DEMON (Cudahy, CA)—3395
5. -(Pirate69)- (Inglewood, CA)—3352

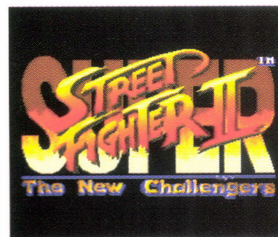


1. Mandy's Man (Decatur, GA)—4117
2. Mid-Knight Lover (Hoboken, NJ)—3918
3. Dream Assassin (Montebello, CA)—3783
4. The Master Jon (Decatur, GA)—3715
5. SHAMGOD!!! (New York, NY)—3674



1. The Master Jon (Decatur, GA)—3703
2. THE UNKNOWN XXX (New York, NY)—3658
3. Dream Assassin (Montebello, CA)—33608
4. MK3 Champion (Chamblee, GA)—3559
5. KOMA (Brooklyn, NY)—3529

### SUPER NES



1. Champion (DoA) (Ontario, CA)—4322
2. CaLvin KLein+ (Miami, FL)—4273
3. Mad KiLLah (Fontana, CA)—4203
4. Dream Theater+ (Miami, FL)—4006
5. Da Phat Lady (Pampa, TX)—3967

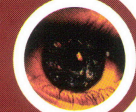


1. Ghost Rider X (Orlando, FL)—5296
2. s(u suk)S(sheer)x (Orlando, FL)—5241
3. Jack LOVES Brie! (Philadelphia, PA)—5153
4. Brie LOVES Jack! (Philadelphia, PA)—5013
5. Jo Fune (Orlando, FL)—4862



1. Lor d Ga me Go d (Phoenix, AZ)—8290
2. tim da tooth "NBK" (Glendale, CA)—8267
3. Fox Mulder (Monterey Park, CA)—8255
4. CYBER CRIP (Phoenix, AZ)—7917
5. =BLOodSHeD=NbK (Atlanta, GA)—7871





### Codes for use with Galoob's Game Genie Video Game Enhancers

#### Venom • Spider-Man Separation Anxiety Genesis

AG9T-EAB0—Start with 1 life  
A09T-EAB0—Start with 5 lives  
BG9T-EAB0—Start with 9 lives  
GL9T-EAB0—Start with 50 lives  
ABET-EAD2—Infinite lives  
B4LA-CACR—Start with ¼ energy on 1st life  
DCLA-CACR—Start with ½ energy on 1st life  
ELLA-CACR—Start with ¾ energy on 1st life  
R5CT-DBXL—Almost infinite energy  
RG1A-C60E + RG1A C60G—One hit kills most enemies

#### Breath of Fire 2 Super NES

74DA-8F64—Start with 50 HP  
10DA-8F64—Start with 100 HP  
B1DA-8F64—Start with 150 HP  
ECDA-8F64—Start with 250 HP  
DFDA-8FA4 + E0DA-8F64—Start with 500 HP  
D4DA-8FA4 + 33DA-8F64—Start with 750 HP  
FEDA-8FA4—Start with a lot of HP  
74DA-8464—Start with 50 AP  
10DA-8464—Start with 100 AP  
B1DA-8464—Start with 150 AP  
ECDA-8464—Start with 250 AP  
DFDA-84A4 + E0DA-8464—Start with 500 AP  
D4DA-84A4 + 33DA-8464—Start with 750 AP  
FEDA-84A4—Start with a lot of AP  
EEDA-8704—Start with MEGA strength  
EEDA-8764—Start with MEGA stamina  
EEDA-87A4—Start with MEGA agility  
EED3-84D4—Start with MEGA wisdom  
EED3-8404—Start with MEGA luck  
EED3-87D4—Start with MEGA experience  
C9FA-EFA6—Infinite HP in battle scenes

#### Street Fighter II Game Boy

013-F89-2AB—Player 1 starts with very little energy  
1F3-F89-2AB—Player 1 starts with ¼ energy  
3A3-F89-2AB—Player 1 starts with ½ energy  
523-F89-2AB—Player 1 starts with ¾ energy  
FF3-F89-2AB—Player 1 starts with more energy  
013-FF9-2AB—Player 2 starts with very little energy  
1F3-FF9-2AB—Player 2 starts with ¼ energy  
3A3-FF9-2AB—Player 2 starts with ½ energy  
523-FF9-2AB—Player 2 starts with ¾ energy  
FF3-FF9-2AB—Player 2 starts with more energy  
093-85A-F72—Allows you to select a higher skill level  
00B-938-E6D—Opponent can't win any normal rounds



### Codes for use with Interact Game Products' Game Shark Video Game Enhancers

#### Bogey Dead 6 PlayStation

800BC684-0064—Infinite sidewinders  
800BC686-0064—Infinite AMRAAM missiles

#### Gunship PlayStation

800A4298-03E7 + 800A429A-03E7 +  
800A429C-03E7 + 800A429E-03E7—Infinite  
ammo  
800A42AA-0064—Infinite fuel

#### The Hive PlayStation

8006B5DC-1612—Infinite shield  
8006B5FC-0096—Infinite thrust

#### Tokyo Highway Battle PlayStation

8006DEBC-FFFF—Infinite funds

#### Top Gun: Fire at Will! PlayStation

801CFECA-0064—Infinite standard missiles  
801CFEBE-0064—Infinite U238s

#### Worms PlayStation

8014A54C-0064—Infinite health (Player 1,  
Worm 1)  
8014A5F8-0064—Infinite health (Player 1,  
Worm 2)  
8014A750-0064—Infinite health (Player 1,  
Worm 3)  
8014A6A4-0064—Infinite health (Player 1,  
Worm 4)  
8014A7FC-0064—Infinite health (Player 2,  
Worm 1)  
8014A8A8-0064—Infinite health (Player 2,  
Worm 2)

#### Ghen War Saturn

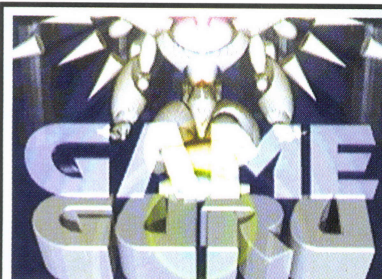
F606B124-C305 + B6002800-0000—Master  
code (must be entered)  
160948F0-3C64—Infinite lives

#### Legend of Oasis Saturn

F6000914-C305 + B6002800-0000—Master  
code (must be entered)  
16088DA2-0FF0—Infinite health  
16088DA6-0FFF—Infinite magic  
16088720-0009—Bow

#### Primal Rage Saturn

F6000914-C305 + B6002800-0000—Master  
code (must be entered)  
160F9A3A-0000 + 160F9F98-0000—Infinite  
health, Player 1  
160F9A4C-0000 + 160F9ACE-0000—Infinite  
health, Player 2



### Codes for use with the 3DO Game Guru Video Game Enhancer

#### Cyberdillo 3DO

(patch the cyber.opt file)

Start on Level 1, Stage 1—NWXWXSXWF  
Start on Level 1, Stage 2—MVXWXSXWF  
Start on Level 1, Stage 3—LUXWXSXWF  
Start on Level 1, Stage 4—KTXWXSXWF  
Start on Level 2, Stage 1—MWXVXSXWF  
Start on Level 2, Stage 2—LVXVXSXWF  
Start on Level 2, Stage 3—KUXVXSXWF  
Start on Level 2, Stage 4—JTXVXSXWF  
Start on Level 3, Stage 1—LWXUXSXWF  
Start on Level 3, Stage 2—KVXUXSXWF  
Start on Level 3, Stage 3—JUXUXSXWF  
Start on Level 3, Stage 4—ITXUXSXWF  
Start on Level 4, Stage 1—KWXTXSXWF  
Start on Level 4, Stage 2—JVXTXSXWF  
Start on Level 4, Stage 3—IUXTXSXWF  
Start on Level 4, Stage 4—HTXTXSXWF  
Start on Level 5, Stage 1—JWXSXSXWF  
Start on Level 5, Stage 2—IVXSXSXWF  
Start on Level 5, Stage 3—HUXXSXSXWF  
Start on Level 5, Stage 4—GTXSXSXWF  
Start on Level 6, Stage 1—XWXMXSXWF  
Start on Level 6, Stage 2—VWXMXSXWF  
Start on Level 6, Stage 3—VUXMXSXWF  
Start on Level 6, Stage 4—UTXMXSXWF  
Start on Level 7, Stage 1—VWXLXSXWF  
Start on Level 7, Stage 2—VVXLXSXWF  
Start on Level 7, Stage 3—UUXLXSXWF  
Start on Level 7, Stage 4—TTXLXSXWF  
Start on Level 8, Stage 1—VWXKXSXWF  
Start on Level 8, Stage 2—UVXKXSXWF  
Start on Level 8, Stage 3—TUXKXSXWF  
Start on Level 8, Stage 4—STXKXSXWF  
Start with 8-track gun + 255 ammo—  
YEESXKWXF  
Start with peanut gun + 255 ammo—  
ZEETXKWXF  
Start with pool cue + 255 ammo—  
GEEUXKWXF  
Start with toaster gun + 255 ammo—  
HEEVXKWXF  
Start with butt gun + 255 ammo—  
IEEWXKWXF  
Start with magic wand + 255 ammo—  
JEEXXKWXF





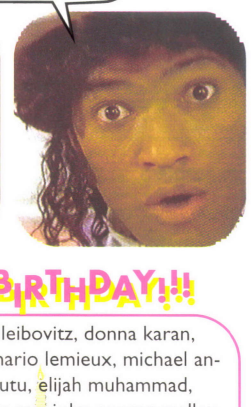
## HALLOWEEN CANDY TOP 10

Halloween candy is all about **chocolate**. Remember, hard candy is sub-standard candy. Chocolate should be considered first tier, chewy candy second tier and hard candy third tier.

1. Milky Way Dark
2. Twix
3. KitKat
4. Hershey's Cookies 'n' Mint
5. Peter Paul Almond Joy
6. Hershey's Kisses
7. Dove Dark Promises
8. Peanut M&Ms
9. Hershey's Miniatures (including Special Dark, Krackel and Mr. Goodbar)
10. Milky Way Lite (for those watching their weight)

also tasty:  
Starburst  
Tootsie Pops

"Who 'dat?"



HAPPY BIRTHDAY!!

slimkid tre, annie leibovitz, donna karan, sting, anne rice, mario lemieux, michael andretti, desmond tutu, elijah muhammad, oliver north, yo yo ma, john cougar mellen-camp, jesse jackson, matt biondi, chey chase, sigourney weaver, juan peron, luciano pavarotti, margaret thatcher, paul simon, nancy kerrigan, ralph lauren, roger moore, isaac mizrahi, lee iacocca, suzanne somers, martina navratilova, winton marso-lis, jesse helms, evander holyfield, tom petty, benjamin netanyahu, catherine deneuve, jeff goldblum, pele, johnny carson, hillary rodham clinton, julia roberts, helmut newton, po hwang and nikos and betty.

## Sonic T-Shirt Spotlight



My name is Mayumi Tsujimura. I'm 19 years old, and I've loved Sonic since his debut appearance on the Sega Genesis in 1991. One day I saw a hedgehog in the subway. I thought that very strange. And at the time, I owned an NES. That same day, when I got home, my brother had traded our NES for a Genesis and was playing *Sonic the Hedgehog*.



my fish



my pool



my sister



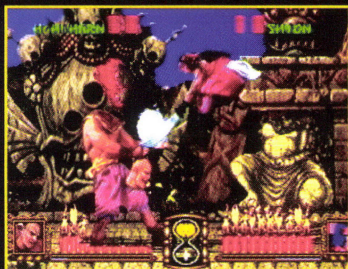
my hat



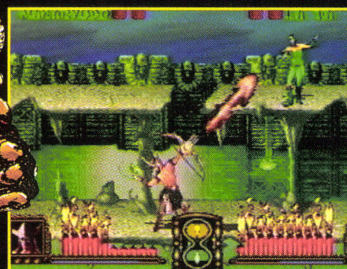
1. biz chocoflakes + milk chocolate. this is the good stuff. each candy is a little mountain of crispy cereal flakes and bits of almond sandwiched between two layers of milk chocolate. they really do melt in your mouth. biz chocoflakes may be comparable to the british chocolate bar called flake which is very tasty with ice cream. from morinaga. 2. biz markie. the original biz. did you know that biz owns two houses right next to each other—one for his records and one for himself? he doesn't play his playstation as much as his stand-up arcade machines. he likes donkey kong for the coleovision and his favorite games are tron, gorf and tempest. check out the august issue of rap pages to learn more about biz's fat albert lunch box collection. 3. biz's belly. this is what happens when biz eats too much biz. 4. schoolhouse rock! rocks. featuring none other than the biz who sings the track "the energy blues", that's the best thing about this compilation. blind melon's version of "three's the magic number" is disheartening, but moby's version of "verb: that's what's hap-pen-ing" is quite moving. from atlantic/lava/abc. 5. space invaders invade cap'n crunch t-shirt. hope to find this t-shirt at your local salvation army. it's the cap'n crunch gang with space invaders in the background. this t-shirt is sup-posedly from the same contest from which t&t editor-in-chief chris bieniek won his first atari vcs. circa 1982. can you think of anything better than cap'n crunch and video games? especially if it's crunch berries. 6. poko milk. hard candies that taste like sweet milk that may not sound too appetizing to some, but those who love sweet milk will flip. from fujiya. 7. super bomberman bubble gum. bubble gum based on the hudson soft video game. if you're play-ing super bomberman, then it only makes sense for you to chew super bomberman bubble gum while you do so. from kabaya. 8. puyo puyo bubble gum. bubble gum based on the japanese video game (this game is like dr. robot-nik's mean bean machine for the genesis and kirby's avalanche for the snes.) it tastes the same as the super bomberman gum—tangy. from kabaya. 9. moo town snackers. cookies that are shaped like sticks that you dip into creamy white frosting with multi-colored sprinkles. the best thing about moo town snackers are the cow chips that you can cash in for moo-chandise from sar-gento. 10. sony cd-rx100 cellular phone. if you're consid-ering buying a cellular phone, this one weighs only a few ounces and comes in loud and clear. it also costs \$500. from sony.



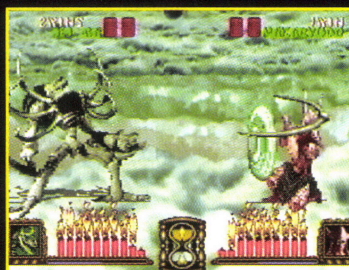
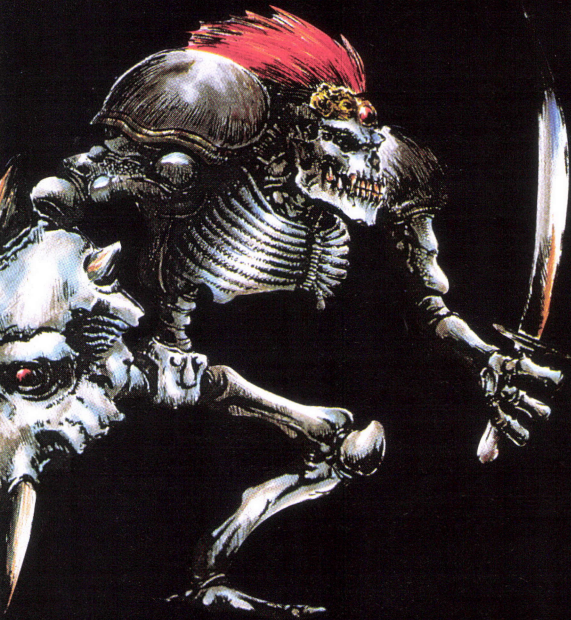
# FIGHT LIKE A MONSTER...



BRING A MOP...  
THIS IS GONNA GET MESSY.



FREAKISH CARNAGE IN SPRAWLING  
MULTI-PLANE ARENAS!



MUTILATING SUPER-MOVES  
THAT'LL MAKE YOUR HEAD SPIN!

## BATTLE MONSTERS FOR SATURN™

There's a rumble in hell...and you're invited. Twelve psychotic monsters fight fist-and-fang in the darkest, goriest head-to-head combat ever! In bone-chilling interactive, multi-levelled environments, the beasts of the undead unleash clawfuls of sickening supermoves in a bid to be crowned King of Darkness! Overflowing with blood, guts, drool and slime, Battle Monsters is mangling multi-hit, mid-air fighting with super-fast scaling, chopping, stabbing, gouging, morphing and dying. Feeling lucky, freak?



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# OR A

naxat soft





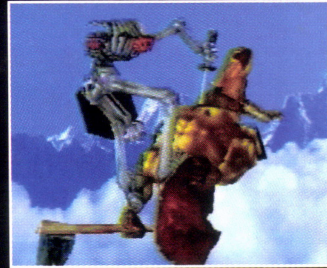
MONSTERS KNOW  
NO MERCY!



THE MORE YOU WIN  
THE STRONGER, FASTER AND  
MEANER YOU GET!



3-D POLYGONAL SLUG-FEST WITH  
BUCKETS OF GORE!



GOT SOMETHING STUCK  
IN YOUR THROAT?

# KILLING ZONE FOR PLAYSTATION™

Go head-to-ugly-head in a grisly, blood-drenched 3-D slugfest! Seven freakish monsters, slathered in gore, go all out in Killing Zone's eyepopping 3-D arenas! The more they mutate, the more mindblowing the super-moves they can pull off! Set your mongrels free in an automated Death Tournament and watch as they evolve into purebred killing machines! From the gargantuan Gorgon to the psycho Skeleton one thing's for sure...this ain't no beauty contest... this is a monster jihad!

# DIE LIKE FREAK



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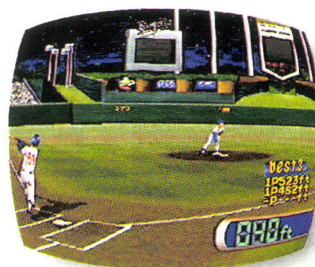
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COORS FIELD.<sup>®</sup>  
 THE WIND IS BLOWING  
 OUT TO LEFT,  
 AND YOUR BUDDY'S  
 HANGING CURVE LOOKS  
 ABOUT THIS BIG.



Grapefruit. Just hanging there for you to swat like a big round piñata. You might not get this chance again. After all, it's Coors Field<sup>®</sup>, where the air is your friend. And who knows, your next game will probably be at Tiger Stadium<sup>®</sup>, where the outfield is so deep you have to change area codes to call back to the bullpen. In fact, World Series Baseball<sup>™</sup> II has all 28 Major League<sup>™</sup> ballparks, replicated in 3-D detail so accurate you can practically see



the peanut shells in general admission. Not to mention all the teams, players, rosters, stats, ratings – heck, even



their photos as they're announced at the plate.

It's all here. Along with five different ballpark perspectives, off-the-bat

camera angles, CD stereo sound. You know, icing on the cake stuff that makes World Series Baseball<sup>™</sup> II so real, you expect to see commercials between innings. But you won't. Thank goodness.

For more info, visit Sega's web site at <http://www.sega.com> or on Compuserve at GO SEGA.



World Series Baseball<sup>™</sup> II. Also available on Genesis as World Series Baseball<sup>™</sup> '96.



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